Neon
ODYSSEY
OUTRUNNER'S HANDBOOK
PLAYTEST 1

THIS IS A PLAYTEST DOCUMENT AND ALL CONTENT IS SUBJECT TO CHANGE

The layout and presentation of this PDF was made specifically for this playtest and is not representative of the final book

Material marked with appears in the *Outrunner's Handbook*.
Material marked with appears in the *Cosmic Codex*.
Material marked with appears in the *Overdrive Expansion*.

PLAYTEST VERSION 0.1.0

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NEON ODYSSEY
PLAYTEST

Thank you for your support of Neon Odyssey! As part of your rewards, you have gained access to the official playtest. This is the first comprehensive playtest of Neon Odyssey materials, and your chance to contribute to the books by submitting your feedback! Within these documents, you will find a robust number of options to create characters and run encounters using the Dungeons & Dragons 5.5e rule set.

Please read this entire introduction carefully.

NOTE: Everything in this playtest is subject to change.

ACCESSING THE PLAYTEST

This playtest is split into three separate documents, which include the material that will appear in the *Outrunner's Handbook*, *Cosmic Codex*, and *Overdrive Expansion* respectively. You will have access to the playtest materials associated with the books included in your Kickstarter pledge or Backerkit pre-order. All playtest documents you have access to will be available in the Digital Downloads section of your Backerkit Survey.

Because this playtest is exclusive to backers and pre-order customers, we ask that you do not share these materials broadly, but you can send them to anyone you will be playtesting with so they may prepare for the sessions.",

PURPOSE OF THE PLAYTEST

This first playtest is intended to focus on character creation and testing encounters "on foot," or in the standard D&D scale. Starship combat is currently being worked on based on feedback from the Kickstarter pre-launch testing and is not part of this playtest.

If you wish to include starship combat in your sessions, you can use the rules in the Pre-Launch playtest materials, but be aware that it is already obsolete and we are not looking for feedback on starship combat as part of this playtest. We are only looking for feedback regarding "on foot" encounters.

WHAT'S INCLUDED

The following material is included in this first playtest. Anything not mentioned below is not intended to be part of the playtest, and we are not seeking feedback on it.

OUTRUNNER'S HANDBOOK

- Setting Primer
- 12 Class Skins
- Machinist Class
- 26 Subclasses
- 21 Species
- 14 Origin Feats
- 95 Spells
- 2 New Skills: Computers & Technology
- Aether Exposure Rules
- Grid Spiking Rules
- Weapons, Armor, Tools, and Outrunning Equipment
- Vehicle Rules (Starship rules to follow later)
- Adaptation Traits to customize any stat block to alien worlds
- 6 Planetary Vehicles
- 8 Monsters

COSMIC CODEX

- 47 Monsters

OVERDRIVE EXPANSION

- 26 Subclasses
- 21 Species

SUBMITTING FEEDBACK

When you are prepared to submit feedback regarding any material in the playtest, please use the survey form here or at avantris.com/neon-survey. You will submit the survey for each piece of content you want to give feedback on (a subclass, a species, a monster, etc.), and you can fill it out as many times as you like. To give feedback on separate items, please submit different surveys and do not lump in your feedback on multiple things into a single survey.

Our priority for this playtest is to get feedback on how the content is playing, but we are welcoming proofreading feedback as well, so feel free to include typos that you catch. However, our priority is learning the following about the content.

- Is it thematic, and do the mechanics reinforce the story and flavor?
- Is it fun to play at the table, for both players and GMs?
- Does it feel balanced, and are there any features that seem overtuned or underwhelming?
- Is there anything that does not function as intended, or is broken in some way?
- Are any mechanics articulated in an unclear or confusing manner?

Please keep in mind that we are not looking for challenge or feedback on the thematic core of subclasses, species, monsters, setting elements, etc. We want to know if the game objects are successfully achieving the determined theme.

DISCUSS WITH THE COMMUNITY

We encourage you to discuss the playtest materials, your character ideas, session reports, and anything else regarding Neon Odyssey in our official Discord Server at neonrpg.com/discord. You can discuss your experiences, thoughts, and feedback on the playtest in the appropriate channels, or even find people to play with.

THANK YOU!

We appreciate taking the time to playtest Neon Odyssey! The Avantris team has worked hard on these materials, and we hope you like what's inside. We're looking forward to seeing your feedback!

SETTING PRIMER

This primer is a brief overview of Neon Odyssey's setting: the Stardust Rhapsody. It was created specifically for the playtest and will not appear in the books, so it is not something you need to give feedback on. Its purpose is to give you helpful context in creating characters, building encounters, or even planning campaigns. Everything contained within this primer is subject to change.

THE STARDUST RHAPSODY

The Stardust Rhapsody is a singular galaxy shaped roughly like a vinyl record, filled with countless solar systems, worlds, and the space between. Also simply called the galaxy or reality, this serves as the analogue to D&D's Material Plane on a much larger scale, with the cosmic realms serving as separate planes of existence. As far as anyone knows, there is only one galaxy in existence and there are no neighboring galaxies to travel to.

This setting is one of Space Opera, and while there are numerous elements from the broad science fiction umbrella, it is not the intention of Neon Odyssey to be concerned with real world science at all. There is no attempt to justify how anything works scientifically, and we have very deliberately stayed away from any influences of hard science fiction. Game Masters are encouraged to swiftly shut down any debates about scientific functioning that may arise at the table and slow down gameplay.

SPACE AND AETHER

Space is vast, but it is not an empty vacuum. It is filled with a gaseous substance called aether *(EE-ther)*, which serves as the "fifth element" or the stuff of existence. It is inherently tied to the forces of space and gravity, and it ultimately serves as a building block for nearly all physical matter. It's breathable but toxic to most living and synthetic beings, and prolonged exposure leads to deterioration and death outside of creatures native to space. Being ejected into space without an environment-sealed suit doesn't instantly kill you, but death is nearly assured if you don't find some form of rescue.

While the Stardust Rhapsody is not the same scale as the real-world universe, the galaxy is still immense, and spacefaring requires faster-than-light (FTL) travel. There are a variety of methods to achieve FTL, but any starship can travel through aether currents with the appropriate navigation. While easily accessible, this is the slowest form of FTL travel, and getting across the galaxy takes weeks or even longer depending on how far a distance there is to travel, and the whim of the currents.

To travel between worlds in a matter of days or even hours, starships can travel between Liminal Rings, which serve as gates in and out of the Overtone, an ephemeral plane that is analogous to D&D's Border Ethereal and allows for especially rapid travel. Most Liminal Rings throughout the galaxy are built and maintained by the Cavalon Empire, Solar Federation, and Nexus Consortium.

SUNS, STARS, AND PLANETS

An important facet of this setting is that suns and stars are distinct and not the same concept. Suns are great balls of cosmic radiance that sit at the center of a solar system and give off the lifegiving heat and light, and are said to be the hatcheries of the grand solar phoenixes that fly throughout the cosmos. Stars, however, are a godly brilliance contained in the divine realm of Agathos that surrounds the galaxy, with positions that never change. This allows for relatively easy navigation by the stars no matter where you are in the galaxy.

There are a near-infinite number of planets, planetoids, and other celestial bodies throughout the Stardust Rhapsody, but the only ones capable developing traditional life are those with a world soul, which are semi-sapient primordial entities of vast elemental power that dwell in a planetary core and dictate a world's biome, flora, fauna, and temperament. Due to the rhythmic spinning of the galaxy like that of a record, every standard habitable world shares the same time signature, granting it the same rotational days, months, and years.

That said, there are plenty of strange, alien, and often undiscovered planets where non-traditional existence has cropped up with bizarre day/night cycles, year lengths, and gravitational effects that may lead to totally bizarre environments to explore and lifeforms to encounter. These planets often move throughout the galaxy indiscriminately and are difficult to navigate to, leading to numerous opportunities for skilled explorers, especially if rare and potent resources can be gathered or critical discoveries to be made.

THE ELDEST

In this setting, the universe is a song. The Stardust Rhapsody was created by an impossibly ancient species of fish-like creatures known only as the Eldest. It is said that they existed in the deep, dark, quiet of the Abyssal Void before they joined together to sing the song of creation. In this moment, the galaxy, everything in it, and even the gods were sung into existence, and that song continues today. As far as most know, the Eldest are long extinct, with only far-flung ruins of their lost civilizations in the most remote reaches of the galaxy.

TECHNOLOGY AND ECONOMY

The moment the song of creation was sung, the digital realm of the Hypergrid was created, and technology became possible by all of the galaxy's inhabitants. This means that all worlds and civilizations have access to advanced technology and space travel. While some communities may favor less technological lifestyles, they all have equal access to travel the stars or harness the advancements that make life easier through technology.

Similarly, outside of a rare few instances, the entire galaxy shares the same economy and currency: the Galactic Note, denoted with the ♪ symbol. This currency is available in both digital and physical forms with a connection to the Hypergrid that keeps its value consistent across worlds and sectors. Most of the galactic economy flows through the financial wing of the Nexus Consortium, and broader galactic culture is one of consumerism and excess, with most everyday people seeking more notes, as it is not cheap to live in the Stardust Rhapsody.

For a quick conversion to D&D currency, one Gold Piece is equivalent to 50 Galactic Notes and the pricing of most standard items are roughly equivalent to the value of the US Dollar in 1997.

OUTRUNNERS

While the Stardust Rhapsody is filled with grand galactic factions, planetary governments, and interstellar organizations, many people chart their own course throughout the stars and make their way through the galaxy individually or in small groups. These wayfarers are called Outrunners, the setting's equivalent to Adventurers.

Outrunners often turn to bounty hunting, but not all get into that line of work. They might become salvagers, mercenaries, explorers, xeno hunters, smugglers, transporters, relic hunters, pirates, investigators, crisis responders, or countless other jobs that keep them the masters of their own fate. Most player characters in Neon Odyssey are Outrunners.

GALACTIC BOUNTY GUILD

Because of the complications of interstellar politics, heated conflicts, and diplomatic tensions, bounty hunters are commonly used as independent bringers of justice that can operate throughout faction territory and across numerous worlds. These bounties are managed by the Galactic Bounty Guild (GBG), a neutral organization respected and utilized by nearly all factions. Bounty hunters who join the GBG receive a membership card and are able to rise through the ranks to unlock increasingly more lucrative and dangerous jobs.

REALMS OF THE COSMOS

Although most people will spend their entire lives in the galaxy proper, there is existence beyond its confines. Grand, extra-dimensional realms of the cosmos exist outside the galaxy, all of which are sources of otherworldly power and magic. They are analogous to the inner and outer planes of existence in D&D.

AGATHOS

The entirety of the Stardust Rhapsody is surrounded by Agathos, the divine realm of the stars and the gods. Like a shell to an egg, it serves as the barrier between the galaxy and the Abyssal Void beyond, protecting the song of creation from annihilation. In this setting, suns and stars are distinct concepts, and Agathos contains all of the stars that can be seen throughout the whole galaxy, allowing for consistent stellar navigation.

Agathos is the home of the twelve gods of Agathos and the divine Celestials that revere and serve them. These deities care only for their primary spheres of influence, with the concepts of good and evil not being a concern to them. They are divided into four triads with shared kinship and loose philosophical alignment, their territory and constellations existing in a quadrant of the galaxy. These triads and their respective gods are as follows.

BEACON TRIAD

The Beacon Triad is one of vibrance, whether of light, emotion, revelry, or victory and glory.

- **Alara the Lightbringer:** Goddess of light, love, beauty, passion, art, joy, desire, suns, etc.
- **Myrmona the Paragon:** Goddess of war, competition, valor, athleticism, battle, glory, strength, victory, etc.
- **Xavrius the Celebrant:** God of revelry, excitement, trickery, fun, laughter, performance, etc.

CHRONICLE TRIAD

The Chronicle Triad governs knowledge and understanding, not only information itself but also the relationship of things to each other throughout space, time, and destiny.

- **Daeda the Codex:** Goddess of knowledge, technology, magic, invention, language, secrets, innovation, etc.
- **Ourolon the Clockmaker:** God of time, fate, destiny, patience, prophecy, causality, etc.
- **Pelogos the Navigator:** God of travel, navigation, exploration, adventure, discovery, crossings, horizons, etc.

FOUNTAIN TRIAD

The Fountain Triad is the wellspring of the natural universe expressed in the primeval elements of nature, the wilds of flora and fauna, and the cycle of life, death, and rebirth.

- **Eriphones the Maelstrom:** God of the elements, chaos, freedom, upheaval, rebellion, natural disasters, etc.
- **Garwynn the Wildfather:** God of nature, the hunt, flora, fauna, the wild, growth, survival, instinct, etc.
- **Seph the Faceless:** Goddess of life, death, cycles, balance, seasons, rebirth, beginnings, endings, etc.

TOWER TRIAD

The Tower Triad is that of builders of order and community, both the gathering of friends, family and neighbors in societies or trade, and of law in those societies and in the fundamental structure of the cosmos.

- **Khorabos the Architect:** God of order, space, gravity, building, law, geometry, etc.
- **Tykris the Dealer:** Goddess of luck, fortune, wealth, commerce, risk, gambling, opportunity, etc.
- **Vestaya the Hearthmother:** Goddess of civilization, community, family, peace, hospitality, diplomacy, etc.

ABYSSAL VOID

Beyond the protective starlight of Agathos is the infinite expanse of the Abyssal Void, an eldritch, unknowable realm devoid of color. It is said that the Void is what existed before the galaxy was created when the song of creation was sung

by the Eldest. Its existence is a complete anathema to the Stardust Rhapsody, and is a place of the dark and quiet. Its very existence bends the mind, both consuming and radiating potent psionic energy.

THE DEEP

Within the Abyssal Void, the most numerous denizens are completely alien, unknowable Aberrations that appear like horrific deep-sea creatures from tiny to utterly colossal. Collectively called the Deep, they are driven by hunger to devour existence and annihilate everything within. However, there is no maliciousness or hate within them, just an otherworldly indifference and the desire to act according to their unnatural nature.

THE WYRMWAYS

Although Agathos serves as a bulwark against the Abyssal Void, there is a vast and complex network of metaphysical tunnels bored through the Overtone from the Void to the Stardust Rhapsody, chewed through by eldritch dragons—the Void Wyrms. Known as the Wyrmways, these passages are filled with a mixture of aether and the essence of the Void where few things can survive. Portals to the Wyrmways open and close seemingly at random in the form of black holes.

HYPERGRID

The Hypergrid is a fully digital realm that overlays the galaxy, interfacing with all technology both mundane and magical. The code of the Hypergrid exists throughout all the Stardust Rhapsody and is responsible for the immediate technological advancements that peoples of the galaxy achieved as they came into being. Gridrunners can manipulate this code to alter reality and perform their technomancy.

The very surface level of the Hypergrid serves as a universal internet utilized by the entire galaxy via computers and other digital systems. However, those who delve deeper can find an entire digital world with living programs made of code and civilizations built from pure data. Travelers can venture into the Hypergrid via digital avatars or by digitizing their bodies.

HARMONY

The Harmony is the cosmic force of life and death that flows through the galaxy and connects all living things. It is defined by its two primary aspects, the Vital side of life and the Somber side of death. It is the source of living souls, and serves as the Stardust Rhapsody's primary afterlife, with every soul that lives and dies returning to the oneness of the Harmony, slowly losing the individuality it once had and assimilating to the collective whole like notes in a symphony.

However, there is an entire spirit world within the realm, where masked Celestials comprised of numerous souls dwell, performing duties to advance and preserve the cycle of life and death. Individuals can project their souls into this realm or discover ways to step into its landscapes that are mystic reflections of the galaxy proper.

CACOPHONY

Cacophony is a hellish realm of malevolent mockery that was first created when the possible evil in the hearts of sapient beings corrupted and split off from the Harmony like a tumor. It is a realm that by its nature seeks to twist life to reflect itself, especially favoring sapient beings with souls that can be corrupted until they join its endless legions.

DISCORDANT

The native denizens of Cacophony are Fiends known as Discordant. While they can be manifested directly from the malicious energies of the hellish dimension, many are the result of mortal beings being corrupted and transformed through the unhealthy coping of their pain. There are four distinct groups of Discordant that are simultaneously unified and opposed, each determined by their tone of Cacophony.

ENTROPY. The tone of Entropy is one of cold and decay, with hordes of vampiric fiends and monsters that crave the life essence of mortal beings, devouring it until there is nothing left and only Undead husks remain. They reside in great castles and crypts of stone and metal, brooding on the emptiness that exists within all of them, always seeking new victims to drain to temporarily sate their endless craving.

INSTINCT. The tone of Instinct is one of wrath and destruction, comprised of an infinite swarm of grotesque bugs that tear down and dissolve civilization wherever they find it. They spawn in huge, pulsing hives where countless crawlers emerge to join the tide of skittering consumption that can spread across entire worlds until nothing remains but ash, bone, and the brood.

PROGRESS. The tone of Progress is one of relentless single-mindedness, with methodical legions of hellish machines obsessed with technological advancement. They terminate all enemies to their march and assimilate their defeated foes whole into their endless war machine. An invasion from the forces of Progress can be apocalyptic to any society that does not kneel.

THRILL. The tone of Thrill is one of madcap energy and equal parts pain and pleasure, with a cavalcade of twisted clowns and other Fiends fit for a hellish circus. They sow colorful chaos wherever they go, and their unhinged sadism is at the heart of all they do. They corrupt from within with the promise of excitement and hedonism, until they are prepared to welcome a newly transformed fool to join their parade.

ARCADIA

Arcadia is a realm of whimsy, creativity, and imagination, having changed and split off from the Hypergrid once the dreams of sapient beings combined the digital with the imaginative. It is an arcade world of color and maximalism populated by Fey creatures made of pixels and polygons—though they are fully physical beings, not digital. The realm operates entirely on video game logic, with levels, stages, and worlds to clear, collectibles to collect, and bosses to defeat.

DENIZENS OF THE GALAXY

The Stardust Rhapsody offers ample opportunity to engage with people, aliens, robots, and all other manner of creatures across the galaxy, whether across the major factions, on worlds, or in space.

FACTIONS

The Stardust Rhapsody is a galaxy at war with interstellar factions vying for power and seeking to achieve their own goals. Every major faction can be joined or fought against by player characters.

CAVALON EMPIRE

The Cavalon Empire is the faction that controls the most territory in the galaxy, having brought a great amount of security and stability to wilder reaches of space and providing safe and quick travel between worlds. Ruled by an empress who leads a court of noble houses, the empire expects its citizens to follow its more stringent laws and adopt imperial culture—which is centered around a knightly code of chivalry—although how closely it is followed varies wildly. They specialize in the construction and piloting of powerful mechs and maintain a naval dominance to expand the borders of the empire.

SAUROK DYNASTY

The Saurok Dynasty is the oldest surviving faction, ruled by a triumvirate spread across three disconnected seats of power. They hold a special reverence for the Harmony and for dinosaurs that integrate into their daily lives. They alone possess the ability to utilize highly advanced Harmonyte gemtech, which grants them the unique ability to instantly teleport across vast distances. Having been pushed to the brink of collapse by internal strife and their war with the Cavalon Empire, they seek to reclaim their former glory.

SOLAR FEDERATION

The Solar Federation is a loose collection of relatively independent worlds that have joined together for economic and political security. They believe in the freedom of their citizens and the rights of the various member worlds to rule how they see fit. They hold an elevated view of achievement and advancement in industry, the arts, sciences, and other pursuits but also turn a blind eye to the creeping corporate interests that grow in federation space.

NEXUS CONSORTIUM

The Nexus Consortium is a collection of the biggest interstellar mega-corporations in the galaxy that have joined together to achieve the shared goal of maximizing their collective profits. These companies have brought a tremendous amount of comfort and convenience to the Stardust Rhapsody, even effectively establishing the general galactic culture of consumerism that becomes increasingly reliant upon them. While there are numerous corporations in the consortium, a small handful sit at the top.

- **Nexus Financial:** Finance, banking, investments, real estate.
- **Kyojin Energy Company:** Power, fuel, energy of all varieties.
- **Jemini Group:** Entertainment, music, film, gaming, restaurants, theme parks.
- **Khymera Bionetics:** Bio-engineering, healthcare, food production, medicine.
- **I.V.O. Industries:** Technology, robotics, construction, labor markets.
- **Interstellar News Network (INN):** News, information, data, telecommunications.

CHEMTEK REVOLUTION

The Chemtek Revolution is a galactic rebellious movement that seeks to tear down all of the oppressive power structures of the galaxy, from governments to corporations. They utilize unconventional chemical and cybernetic enhancements to give them an even playing field against their opponents and employ extreme tactics to advance their aims, not caring about collateral damage. In a galaxy with so many disenfranchised peoples, their message spreads like wildfire with bright colors and punk culture. Who is Null?

GRIMNIR COMPANY (GRIMCO)

The Grimnir Company, better known as GrimCo, is a galaxy-spanning military industrial complex, selling top-of-the-line mercenaries, weapons, transports, and other technology of war to the highest bidder. They follow a strict code of business and neutrality, finding distaste for the scheming and backstabbing culture of the Nexus Consortium, and they are employed by nearly every major galactic faction and government. Their proprietary gravtech and aether processing makes them incredibly valuable on any battlefield.

VOID DOMINIUM

The Void Dominium is a mighty, otherworldly military that survives in the brutal conditions of the Wyrmways and strives to conquer the Stardust Rhapsody to create a strengthened and unified galaxy that can withstand any cosmic threat. Their culture revolves around creating bonds with fearsome void wyrms that they ride into battle to disintegrate those who oppose them. They are merciless but follow a strict code of honor, and their hierarchy is entirely a meritocracy that cares not where one came from as long as they have the strength and will to fight and survive.

POLARIS SOCIETY

The Polaris Society is a secret society with a public front as an organization of wealthy elites who meet for social networking and to discuss the most pressing issues of the day. However, their true hidden purpose is to manipulate galactic politics and major events to maintain a balance of power and move the Stardust Rhapsody in the direction they desire, which they believe to be the will of Agathos. They employ highly trained agents and strange, alien, or even occult technology and relics to operate as major players that few realize.

CHURCH OF KARKOSA

The Church of Karkosa is a zealous religious organization that advances the fastest growing faith in the galaxy. Rejecting the twelve of Agathos, they worship a thirteenth god, Karkosa, who encourages change and rapid evolution to a new state of being to survive the inevitable doom coming to the Stardust Rhapsody when the Void finally consumes the galaxy once more, returning it to the dark and the deep of how it was before the song of creation was sung. They employ strange, otherworldly biotech

Argonauts

Bloodfleet

Cavalon Empire

Chemtek Revolution

Grimnir Company

Church of Karkosa

Kuzai Syndicate

Nexus Consortium

Polaris Society

Saurok Dynasty

Solar federation

Void Dominium

and mystic mutations in their faith to spread their message among the stars, while offering genuine charitable services and missionary opportunities for the galaxy's downtrodden in the form of free clinics, food banks, shelters, and refugee relocation.

KUZAI SYNDICATE

The Kuzai Syndicate is the biggest crime organization in the galaxy, choosing to get involved in legitimate businesses as a palatable front as they conduct their more nefarious operations from the shadows. They are bold enough to operate in the territory of every faction, even those with the most burdensome laws, unafraid of those who would try to stop them. They believe in loyalty above all else, and those who are initiated into the family receive mystical tattoos imbued with the power of the somber aspect of the Harmony.

BLOODFLEET

The Bloodfleet is a loose alliance of space pirates that follow a pirate's code of fellowship and freedom among the numerous crews that terrorize the aether currents across the galaxy. They are highly superstitious and practice all manner of strange habits and rituals to ensure fortune and safe passage through space, particularly blood sacrifice into the ramshackle engines of their ships. They give up a body part of their own to join and many take additional sacrifices of flesh from the victims they spare, all in hopes of achieving greater plunder and glory.

ARGONAUTS

The Argonauts are a decentralized mercenary organization that offers their services to those who cannot necessarily afford the likes of GrimCo or other expensive agencies, out of a genuine desire to make the galaxy a safer place. They have an optimistic outlook with a desire to explore the galaxy, doing heavy promotion bordering on propaganda to secure donations and new recruits while often leaving out the gory details of battle and the risk involved. They are known for producing the best starfighters and starpilots in the galaxy, with some even becoming interstellar celebrities.

WORLDS

The Stardust Rhapsody is filled with countless worlds across the galaxy, each with its own biomes, cultures, peoples, flora, fauna, and strange traits. However, in books such as these, we only have the space to feature 30 of them. You are encouraged to create as many worlds as you'd like, or you can utilize the full gazetteers of the following worlds.

Each of the worlds has several tags that describe the essence of the world and its world soul, and which other systems in the game use.

ADONIA (IDYLLIC, LUMINOUS). An idyllic world that was once consumed by a sun and remade by Alara the Lightbringer. Sun-soaked valleys with a strong presence of solar phoenixes. Homeworld of the solari and capital of the Solar Federation.

ASTROVEGA (OCEANIC, TECHNOLOGICAL, TOXIC). A world of duality, with half of the planet covered in oceans, coastlines, and highly advanced cities and the other half covered in ruined wastelands due to technological experimentation. Homeworld of the laika. Founding hub of the Argonauts. Member of the Solar Federation.

BORTUUN (FRIGID, OCEANIC, ROCKY). An icy planet of tundras, snowy mountains, frozen seas, and great auroras said to provide prophecy and strange things frozen in the ice. Caverns and hidden valleys of lush forests and jungles are hidden by mist. Homeworld of the yaungu. World of the Empire.

CABARET (SCORCHING, THRILL). A world fully corrupted by the Discordant tone of Thrill, with strange tent cities, false landscapes, a springy ring station, and other areas where the party never ends. Home to many motliens.

CALDOA (OCEANIC, ROCKY, SCORCHING, VERDANT). A highly volcanic planet with regions of oppressive lava and great stretches of lushness amidst churning seas. Homeworld of the volcar and a landing point of the Void Dominium.

CICERO PRIME (INSTINCT, ROCKY). A war-torn world besieged by the Discordant tone of Instinct, where a final bastion of humanity fights for survival and democracy against endless hives of bug-like fiends. Home to many dathu.

FERROX (ACIDIC, RADIOACTIVE, ROCKY). A world covered in an enormous junkyard where rampant rust storms prevent atmospheric flight, with the rugged populace roving in caravans of ramshackle ground vehicles. Also serves as a prison for galactic criminals. A hub of the Chemtek Revolution.

GORO (ROCKY, STORMING). A storming world where tempests rage across violent seas, rugged mountains, tall forests, hostile battlefields, and neon-soaked megacities. Homeworld of the raizo and clawderan. Headquarters of the Kuzai Syndicate.

K'THAR (PSYCHIC, ROCKY, SCORCHING). One of the oldest planets covered in Eldest ruins and the wreckage of civilizations who tried and failed to survive the harsh spires and black seas. Homeworld of the yoggoth. A hub of the Polaris Society.

KHARABIS (ELDRITCH, OCEANIC). A world covered in ocean with numerous islands above great reefs and the dark depths below filled with leviathans. Homeworld of the jozza and murexians. Founding hub of the Church of Karkosa. Member of the Solar Federation.

KRAYTA (HARMONIC, SCORCHING, VERDANT). A world of primeval landscapes including primordial jungles, towering volcanoes, and archaic seas, heavily populated by dinosaurs. Homeworld of the saurians and tekal and capital of the Saurok Dynasty.

LYTHORA (HARMONIC, LUMINOUS). A world made of gemstone and crystal, particularly harmonyte with a very strong connection to the Harmony and the kindred entities within. A seat of the Saurok Dynasty.

MAVROS (PSYCHIC, ROCKY). A red planet that surges with psionic energy and covered in dusty badlands and alien flora and fauna. Homeworld of the zeticulans and marsoom, it also serves as a neutral zone of galactic politics.

MEGADYNE (PROGRESS, TECHNOLOGICAL). An entirely mechanical planet with a synthetic world soul downloaded from the Hypergrid, populated by mostly robots with invasions from the Discordant Tone of Progress. Homeworld of the anitrons, with many isotrons and terminox.

MORZEBE (ACIDIC, RADIOACTIVE, ROCKY). An acidic world where the surface is irradiated wasteland swarming with mutants and monsters, with grand subterranean caverns housing a thriving civilization of mechs and military. Homeworld of the oculok.

NEO-EDIFEX (TECHNOLOGICAL, TOXIC). A world completely covered by a single enormous megacity that is split into two levels with a highly advanced metropolis above and a gritty undercity below. Headquarters of the Nexus Consortium and a hub of the Chemtek Revolution. Member of the Solar Federation.

NOXILUS (ENTROPY, SHADOWY). A planet of endless night fully corrupted by the Discordant tone of Entropy, where undead creatures roam the rugged highlands between sleek cities where the galactic underbelly thrives. Home to many varg.

POLYGONIA (ANY). A whimsical world heavily changed by the realm of Arcadia, with environments of video game biomes that defy reason, shifting temples of lost artifacts, and many arcade fey. Homeworld of the navili with many bitlings.

PRISMARA (IDYLLIC, LUMINOUS, OCEANIC). The ultimate tourism world with a prismatic sky over deserts and mountains filled with cities of casinos and entertainment and picturesque tropical seas with beautiful beaches. Homeworld of the glowblins, poggles, and flambego.

SETHREEN (TOXIC, VERDANT). A verdant and deadly world overgrown with poisonous plants and teeming venomous creatures, with beautiful jungles, marshes of giant mushrooms, and deserts dotted with cactus forests. Homeworld of the gorgonites, amanites, and pakku. Member of the Solar Federation.

SHENSAATI (SCORCHING, TEMPORAL). A world entirely covered in deserts and arid mountains. It has a mystical connection to the flow of time, called the Golden Dial, with many temporal anomalies. Homeworld of the zamani. World of the Cavalon Empire.

SLEEMA (ACIDIC, TOXIC). A planet covered in putrid swamps, choking bogs, and treacherous marshes filled with exotic food ingredients sold in great market cities with towers for space transports. Homeworld of the nematoans and greebles. World of the Cavalon Empire

TIBBULUS (ACIDIC, AIRY). A mostly gaseous world with a windy surface of fluffy clouds and floating cities, and great seas of gelatinous ooze beneath the cloud cover where pipe settlements thrive. Homeworld of the oozoids and zephursa. World of the Cavalon Empire

TITAN IX (ROCKY, SPACE). A colossal space station the size of a small world built around one of the first aether asteroids, filled with rigid structure, military might, and scientific advancements. Home colony of the aetheron and rangor. Headquarters of the Grimnir Company.

UTHEN (IDYLLIC, ROCKY, VERDANT). A pastoral world with rolling hills, fertile farmland, dense forests, craggy highlands, and towering mountains. Treacherous lairs of

giants, dragons, and other monsters lurk in its remote reaches. Capital of the Cavalon Empire.

UULZOTH (ELDRITCH, OCEANIC, TEMPORAL). The first world of the galaxy, said to be where the Eldest first sang the song of creation, thought by most to be lost. A place covered in ruined Eldest cities, subterranean seas, and mind-shattering dreams. Hidden by the light at the center of the galaxy, as well as warped time and space.

VAL'SHAI (PSYCHIC, SHADOWY). A shattered world in the Wyrmways heavily changed after it was ripped from the galaxy through a black hole. Covered in void coral and serves as the primary breeding ground for void wyrms. Homeworld of the benthos and nilari.

VIRIDAR (TOXIC, VERDANT). A heavily forested world with alpine mountains and grand rivers, surging with savage energies that affect the planet's beasts and dinosaurs. A seat of power of the Saurok Dynasty and is stripped for resources and polluted by the Nexus Consortium.

VULX (DEATHLY, VERDANT). A haunted world with an undead world soul after the planet was killed in a necromantic ritual. Covered in huge dead forests, needle-like mountains, and vast boneyards and crawling with undead and monstrous behemoths. Homeworld of the skettik and zorbrak.

ZARTOGA (SPACE, STORMING). A moon-sized space port built from the wreckages of thousands of ships scrapped together into a haven for pirates and other outlaws at the center of a treacherous plasma storm. Headquarters of the Bloodfleet.

CREATURES

There are a wide variety of creatures that inhabit the Stardust Rhapsody and the cosmic realms beyond it. Every creature type of D&D is present in the galaxy, with a specific approach to ensure that they all fit in a Space Opera setting, some more changed than others. Knowing how creatures are represented will allow you to create your own bestiary to populate your campaign.

ABERRATION. Entities that are from outside or existed before the Stardust Rhapsody and are typically totally strange to the galaxy. The Deep and other creatures of the Abyssal Void, the extra-dimensional Vort, and the Eldest are all Aberrations.

BEAST. All manner of real-world animals exist in the galaxy. Sometimes they look mundane, but most typically they might be strangely colored or have biological adaptations to the world they inhabit. Neon Odyssey provides new adaptations to build your own Beasts with existing D&D stat blocks.

CELESTIAL. Beings that are of mystic origin from the first song of creation are considered Celestials, which typically manifest in two varieties. There are the stellar entities of Agathos including the twelve gods and those who serve them, as well as the masked kindred and spirits of the Harmony, representing both Vital and Somber aspects.

CONSTRUCT. Living things that are synthetic or built. Constructs are most commonly mechanical robots made from physical hardware or entirely digital beings from the Hypergrid made of code, sometimes with bodies of hard light.

DRAGON. Rare and powerful creatures said to be representatives of the Stardust Rhapsody itself as well as descendants of the mythic Stardust Dragon. Besides this progenitor, they are not capable of speech or sapient communication, but their vocalizations have a musical quality to them.

ELEMENTAL. Coalesced entities of the raw, untamed, and chaotic primordial energy that exploded into existence when the galaxy came into being. They typically are consumed by a singular strong emotion that defines their behavior. Nearly all world souls and their spawn are Elementals.

FEY. Whimsical creatures of pure imagination generated by the power of creative thought. Nearly all Fey are from Arcadia, having digital roots but wholly changed with imaginative magic into their own type of entity. They may appear to be made of pixels or polygons, or even like living drawings, toys, or an endless number of colorful and sometimes silly incarnations.

FIEND. Beings created through the malevolent corruption of cosmic energies, including mortal souls. Nearly all Fiends are the Discordant of Cacophony, which all possess an inherent wickedness, but the respective tones have differing and competing goals. Entropy and Progress favor order while Instinct and Thrill favor chaos.

GIANT. Creatures that emerge at convergence points in the flow of Harmony where its lifegiving energy surges and mixes with the environment, growing to massive size. Certain species like the raizo, yaungu, and even humans are said to be the descendants of Giants.

HUMANOID. Nearly all sapient, soul-having people of the galaxy with organic biology are considered Humanoids, even if there is influence or heritage from other creature types. Many of the NPC and people stat blocks included in Neon Odyssey are Humanoid.

MONSTROSITY. There are countless alien creatures that inhabit the numerous worlds across the galaxy. Monstrosities may even appear similar to certain animals, but have strange biology, a cosmic essence, radical adaptations, magical power, or anything else that makes them more than a simple Beast. Nearly all new bestial creatures in Neon Odyssey are Monstrosities.

OOZE. When the song of creation was first sung, there were pockets of potent primordial goo generated as the byproduct of creation. Slime that emerged from this soup with a will of its own, as well as their spawn, are considered Oozes. A newer phenomenon is the living pollution spawned through waste, runoff, and defilement of a primordial place mixed with prevalent magical and hypertech residue.

PLANT. The galaxy is teeming with colorful, strange, and alien flora and fungus, which sometimes develop levels of sentience or even sapience. Anything with such an origin is considered a Plant.

UNDEAD. Once living things that have had their body or soul completely severed from the Harmony, collectively known throughout the galaxy as the Silent. Usually such an abomination only occurs from foul magic, strange experiments, or some other cosmic catastrophe. Most become tortured, mindless husks, but a rare few retain their will.

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PLAYING NEON ODYSSEY

You can playtest Neon Odyssey in whatever format works best for your table. If you want to play a series of one-shots or even begin a campaign, you are welcome to do so. Alternatively, you can simply run combat encounters following CR guidance included in the *D&D Beyond Basic Rules* and collect feedback on how the characters and monsters feel to play and run respectively.

CREATING YOUR CHARACTER

To create your Neon Odyssey character, form-fillable character sheets have been provided, also available in the Digital Downloads section of your Backerkit Survey. You can create your character following the same process as outlined in the *D&D Beyond Basic Rules*, but you should use the materials in the playtest wherever possible.

NEW SKILL: COMPUTERS

The Computers skill governs knowledge, use, and creation of software to run on computers or other electronic devices. Use Computers for tasks relating to manipulating software or operating systems. Some tasks involving the Computers skill require a Utilize action, but many are more involved and take more time to perform.

RESEARCH

Using computer databases or Hypergrid browsers for a simple, public information search doesn't require an ability check. Such searches usually only require a Utilize action, but more protected information takes longer to locate, as shown in the Computer Research table. At the end of that time, the character locates the desired Information with a successful Intelligence (Computers or Investigation) check using access to an appropriate database. The obscurity of the information sets the DC, as shown on the Computer Research table.

Information ranges from general to protected. General information is readily available and usually doesn't require an ability check. Specific information could be personal details such as a date of birth. Restricted information is more sensitive such as a home address or personal comm frequency. Protected information is the most difficult to locate, such as financial data or non-public legal records.

COMPUTER RESEARCH

TYPE OF INFORMATION	TIME	DC
General	1 minute	—
Specific	1 hour	15
Restricted	1 hour	20
Protected	1 day	25

SHIP SYSTEMS

Some starship or other vehicle systems operate using the crew's proficiency in the Computers skill. For example, scanning with a starship's sensors might require a Wisdom check using the ship's Wisdom score and the operator's Computers skill proficiency.

NEW SKILL: TECHNOLOGY

The Technology skill governs knowledge, use, and creation or repair of technological hardware and machines. This skill can also be used to identify and operate hypertech.

REPAIRS

Repairing damage to vehicles or ending mishaps on them or a Spiking Deck uses a character's proficiency in the Technology skill.

TECHNICAL KNOWLEDGE

A character's proficiency in the Technology skill can be used to understand the purpose and functions of a machine or component of a larger physical system.

BACKGROUNDS

For Character Background, we recommend you create your own using the following guidance.

- 2 Skill Proficiencies
- 1 Tool Proficiency
- Proficiency in your choice of the Computers or Technology Skill
- 2 Vehicle Proficiencies (Light Planetary Recommended)
- Common and 2 other languages
- ₰2,500 to spend on equipment
- +2 in One Ability Score and +1 in Another Ability Score of Your Choice -OR- +1 in Three Ability Scores of Your Choice
- Origin Feat of Your Choice
- Alternatively, use any background in the *D&D Beyond Basic Rules*.

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LANGUAGES

When selecting your additional language, choose from the tables below.

GALACTIC & REALM LANGUAGES

LOCATION / REALM	LANGUAGES
Galaxy	Common, Common Sign Language
Criminal Underworld	Smuggler's Slang
Abyssal Void	Hadalic
Agathos	Sideric
Arcadia	Pixlish
Cacophony/Fiends	Dissonant
Eldest	Ryliath
Harmony/Giants	Lyric
Hypergrid/Programs/Bots	SIGNAL
World Souls/Elementals	Clysmic

WORLD LANGUAGES

WORLD	HOMEWORLD SPECIES	LANGUAGES
Adonia	Solari	Promean
Astrovega	Laika	Astronian
Bortuun	Yaungu	Boru, Lyric
Cabaret	—	Dissonant
Caldoa	Volcar	Clysmic, Magmari
Cicero Prime	—	Dissonant
Ferrox	—	—
Goro	Clawderan, Raizo	Typhan
Kharabis	Jozza, Murexian	Hadalic, Selash
Krayta	Saurian, Tekal	Zoic
K'Thar	Yoggoth	Ryliath
Lythora	—	Lyric, Zoic
Mavros	Marsoom, Zeticulan	Rosidian
Megadyne	Anitron, Isotron	SIGNAL
Morzebe	Oculok	Morlith
Neo-Edifex	—	—
Noxilus	—	Dissonant
Polygonia	Bitling, Navili	Pixlish
Prismara	Flambego, Glowblin, Poggle	Chroma
Sethreen	Amanite, Gorgonite, Pakku	Phytoss
Shensaati	Zamani	Shensi
Sleema	Greeble, Nematoan	Sleemese
Tibbulus	Oozoid, Zephursa	Nimboo
Titan IX	Aetheron, Rangor	Khora
Uthen	—	Sideric
Uulzoth	—	Ryliath
Val'Shai	Benthos, Nilari	Hadalic, Promean
Viridar	—	Zoic
Vulx	Skettik, Zorbrak	Ossik
Zartoga	—	Selash

HOMEWORLD ORIGIN FEATS

This section presents new homeworld themed Origin feats. Characters who hail from a world—or its equivalent such as a space station—that matches a given feat's prerequisite can choose that for their Origin feat.

ADAMANT ORIGIN

Origin Feat (Prerequisite: Rocky Homeworld)

You have absorbed the essence of your home's stoney nature or world soul, gaining the following benefits.

Solid Foundation. You have Advantage on saving throws against being moved against your will and against the Prone condition.

Stone's Toughness. You know the *Deflection* cantrip and you don't require spell components for it. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (chosen when you select this feat).

AIRY ORIGIN

Origin Feat (Prerequisite: Airy or Storming Homeworld)

You have absorbed the essence of your home's airy nature or world soul, gaining the following benefits.

Damage Resistance. You have Resistance to falling damage, Lightning damage, or Thunder damage (chosen when you select this feat).

Lasting Breath. You can hold your breath for a number of hours equal to 3 plus your Constitution modifier (minimum of +1).

AQUATIC ORIGIN

Origin Feat (Prerequisite: Oceanic Homeworld)

You have absorbed the essence of your home's aquatic nature or world soul, gaining the following benefits.

Amphibious. You can breathe air and water.

Swim Speed. You have a Swim Speed equal to your Speed. If you already have a Swim Speed, it increases by 10 feet.

AWAKENED MIND ORIGIN

Origin Feat (Prerequisite: Eldritch or Psychic Homeworld)

You have absorbed the essence of your home's psychically awakened nature or world soul, gaining the following benefits.

Psychic Resistance. You have Resistance to Psychic damage.

Resilient Mind. You have Advantage on saving throws to avoid or end the Charmed or Frightened conditions.

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BLAZING ORIGIN

Origin Feat (Prerequisite: Scorching Homeworld)

You have absorbed the essence of your home's heated nature or world soul, gaining the following benefits.

Fire Resistance. You have Resistance to Fire damage.

Heat Adapted. You need only half the normal amount of water for your size to avoid dehydration. If you would start burning, you can make a DC 15 Constitution saving throw. On a success, you don't start burning.

BRILLIANT ORIGIN

Origin Feat (Prerequisite: Luminous or Starry Homeworld)

You have absorbed the essence of your home's shining nature or world soul, gaining the following benefits.

Radiant Deflection. When you take Radiant damage, you can take a Reaction to gain Resistance to Radiant damage until the end of the turn. You can use this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Soothing Light. As a Magic action, you can magically infuse a source of Bright Light you are holding with peace and serenity. A number of creatures up to your Proficiency Bonus who spend 1 minute in the infused light gain Heroic Inspiration. If the light goes out or you drop the source, the effect is wasted. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

FLOURISHING ORIGIN

Origin Feat (Prerequisite: Harmonic, Idyllic, or Verdant Homeworld)

You have absorbed the essence of your home's abundant nature or world soul, gaining the following benefits.

Regrowth. The first time you would expend a Hit Point Die to regain Hit Points, you don't expend it. Once you use this benefit, you can't use it again until you finish a Long Rest.

Sure Step. When you take the Dash action, you ignore Difficult Terrain until the end of the turn.

CORROSIVE ORIGIN

Origin Feat (Prerequisite: Acidic, Radioactive, or Toxic Homeworld)

You have absorbed the essence of your home's corrosive nature or world soul, gaining the following benefits.

Damage Resistance. You have Resistance to the damage type that corresponds to your homeworld: Acid (Acidic), Necrotic (Radioactive), or Poison (Toxic).

Toxin Resilience. You have Advantage on saving throws to avoid or end the Poisoned condition.

COSMIC ORIGIN

Origin Feat (Prerequisite: Starry or Temporal Homeworld)

You have absorbed the essence of your home's cosmically charged nature or world soul, gaining the following benefits.

Cosmic Understanding. You have proficiency in the Arcana, History, or Religion skill.

Foretelling. You can cast *Augury* once without a spell slot and requiring no Material components, and you regain the ability to do so when you finish a Long Rest. You can also cast the spell using spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose when you select this feat).

When you cast *Augury* with this feat, your premonition is accompanied by an image of a constellation (Starry) or swirling sand (Temporal).

DISCORDANT ORIGIN

Origin Feat (Prerequisite: Cacophonous [Entropy, Instinct, Progress, or Thrill] Homeworld)

You have absorbed the essence of your home's corrupted nature or world soul, gaining the following benefits.

Damage Resistance. You have Resistance to the damage type that corresponds to your homeworld: Acid (Thrill), Cold (Entropy), or Lightning (Progress), or Psychic (Thrill).

Cacophony's Curse. You can cast the *Bane* spell once without a spell slot, and you regain the ability to do so when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Widsom, or Charisma is your spellcasting ability for it (chosen when you select this feat).

FROZEN ORIGIN

Origin Feat (Prerequisite: Frigid Homeworld)

You have absorbed the essence of your home's chilling nature or world soul, gaining the following benefits.

Cold Resistance. You have Resistance to Cold damage.

Winter Walker. You ignore Difficult Terrain caused by snow or ice, and while touching snow or ice you have Tremorsense with a range of 60 feet.

SPACE ORIGIN

Origin Feat (Prerequisite: Space Homeworld)

You have absorbed the essence of your home's space-bound nature or world soul, gaining the following benefits.

Aetheric Metabolism. You subsist on minute amounts of aether in the environment. You can go without food or water for twice the usual time before you need to make saving throws against dehydration or malnutrition.

Aetheric Resilience. If you fail a saving throw against Exhaustion, you can choose to succeed instead. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

TECHNOLOGIC ORIGIN

Origin Feat (Prerequisite: Technological or Urbanized Homeworld)

You have absorbed the essence of your home's technological nature or world soul, gaining the following benefits.

Lightning Resistance. You have Resistance to Lightning damage.

Techgnostic. You gain proficiency in the Computers or Technology skill, and you speak SIGNAL.

TENEBROUS ORIGIN

Origin Feat (Prerequisite: Deathly, Harmonic, or Shadowy Homeworld)

You have absorbed the essence of your home's grim nature or world soul, gaining the following benefits.

Necrotic Resistance. You have Resistance to Necrotic damage.

Shadow Nature. You have Advantage on Death Saving Throws, and you can Hide while in a Lightly Obscured area, even while you are in an enemy's line of sight.

NEW RULE: AETHER EXPOSURE

Outer Space in the Stardust Rhapsody is far from empty. It is filled with colorful clouds, nebulae, and currents of aether—a breathable gas that conducts heat much like a world's atmosphere. While a creature can survive in it, aether is far from safe. Prolonged exposure saturates a creature with the strange energies aether carries, breaking down biological and living mechanical systems.

A creature breathing aether has the Poisoned condition and must make a DC 10 Constitution saving throw after each hour of exposure. On a failed save, the creature gains 1 Exhaustion level and can't remove Exhaustion until it spends 1 hour in an aether-free environment.

A creature with an air supply (or that doesn't breathe) but that is otherwise exposed to the aether, such as one using a Breath Mask but without an Enviro Suit, isn't Poisoned by the aether and makes the save every 8 hours instead.

NEW SYSTEM: GRID SPIKING

Computers are a staple of life and technology in the Stardust Rhapsody, and so too are those who use, maintain, or abuse them. Computer hacking is colloquially known as "grid spiking" or simply "spiking" throughout the galaxy, and spikers are sought after both for security expertise, and for gaining unauthorized access to systems whether for criminal gain, or get advantage over an enemy.

ACCESS SECURE SYSTEM

Users with proficiency in the Computers skill or with Spiking Decks can access secure systems—such as computers, security systems, or bots—without authorization. A user can't perform any restricted operations on a secure system without first having an access code or spiking the security.

The Security Complexity table shows how long it takes to spike a security system based on its complexity. At the end of that time, the user breaks the security and can access the system with a successful Intelligence (Computers) check using a Spiking Deck. The DC is determined by the system's quality, as shown on the Security Quality table.

Security systems of Daunting quality require multiple successful checks (minimum of 3) to spike. Failing any of these checks by 5 or more alerts system administrators to the intrusion attempt and could trigger a mishap (see "Spiking Mishaps").

SECURITY COMPLEXITY

COMPLEXITY	TIME
Simple	Utilize action
Complex	1 minute
Daunting	1 day, 3 successful checks needed

SECURITY QUALITY

QUALITY	DC
Inferior	15
Good	20
Superior	25
Maximum	30

OPERATE COMPONENT

With access to a computer system, a user can operate any devices or sub-systems governed by the main system. Unless the user has full authorization to use the system (such as by using stolen access codes), it must succeed on an Intelligence (Computers) check using a Spiking Deck to operate the system's components. The time required for an operation and the DC are shown on the System Components table. Failing any of these checks by 5 or more alerts the system administrators to the intrusion.

SYSTEM COMPONENTS

TASK	TIME	DC
Operate Passive Component	Utilize action	15
Operate Active Component	Utilize action	20
Reset Parameters	Utilize action	25

Operate Passive Component. The user can activate or deactivate one passive system such as door locks, cameras, or other sensors controlled by the system.

Operate Active Component. The user can activate or deactivate one active system such as alarms, sentry guns, or security bots controlled by the system.

Reset Parameters. The user can add, delete, or change one operational parameter of automated components such as targeting information on sentry guns, area authorization credentials, alarm delays, etc.

PROGRAMMING

A user can alter an existing program or write a new one. After working for the required time, the user accomplishes the task with a successful Intelligence (Computers) check using a Spiking Deck against a DC determined by the task. Both the time required and the DC are shown on the Programming table.

PROGRAMMING

TASK	TIME	DC
▶ *ALTER PROGRAM*		
Change Access Codes	1 minute	20
Hide Evidence	1 minute	15
Reprogram Bot	10 minutes	10 + bot's Intelligence score
Sabotage Program	1 minute	20
Wipe Bot Memory	10 minutes	20
▶ *WRITE PROGRAM*		
Simple Program	1 day	15
Complex Program	7 days	25

Change Access Codes. The user alters the access code of the program or system to one of its choice.

Hide Evidence. The user hides the traces of its previous tampering with the system. On a successful check, record the total. That becomes the DC of Intelligence (Computers or Investigation) checks made to discover the tampering. If the system is altered again, the tampering is no longer hidden.

Reprogram Bot. The user can add, change, or delete behavior directives or commands of a wiling robot or one with the Incapacitated condition. This reprogramming can compel the bot to take or refrain from taking actions as specified by the programmer. The user can reprogram a number of parameters equal to its Intelligence modifier (minimum of 1) with a single use of this task.

Sabotage Program. The user tampers with the functioning of a program or repairs such tampering. Creatures have Disadvantage on any D20 Tests made to use a sabotaged program, or to use a system or equipment the program governs.

Wipe Bot Memory. The user erases the memory storage of a willing robot or one with the Incapacitated condition, returning it to its baseline settings with no additional directives or knowledge.

Write Simple Program. The user creates a simple program such as a database or account management application.

Write Complex Program. The user creates a complex program such as a sophisticated analysis engine, a virus, or a security program.

SPIKING MISHAPS

When a spiker intrudes on a restricted system there's always a risk of running afoul of intrusion countermeasures or alerting system admins to the unauthorized access. When a user attempting to access, manipulate, or operate a secure system without full authorization fails an Intelligence (Computers) check by 5 or more, roll on the Spiking Mishaps table.

If a mishap has a repair DC and the affected Spiking Deck is within reach, a user can take the Utilize action to end the mishap with a successful Intelligence (Technology) check using an Electronics Kit.

SPIKING MISHAPS

1d20	MISHAP	DC
1	**Destructive Feedback.** The user takes 11 (2d10) Lightning damage from a Hypergrid surge.	—
2–4	**Memory Corruption.** The Spiking Deck is corrupted with junk code and imposes a –2 penalty on ability checks using it until it's repaired. If this mishap reoccurs, the penalty worsens by 2. If the penalty exceeds –10, the deck is destroyed.	15
5–7	**Firewall.** The next ability check made against the system has Disadvantage.	—
8–10	**Transmitter Burnout.** The Spiking Deck can't form a stable connection to the Hypergrid until repaired. Unless the deck is connected to a system directly, the user must subtract 1d10 from ability checks using the deck.	20
11–13	**Hypercounter Protocol.** The user must succeed on a DC 14 Wisdom saving throw or have the Stunned condition until the end of its next turn.	
14–16	**Lag Spike**. The Spiking Deck suffers slowdown. Until it's repaired, a user must take a Bonus Action to stabilize the deck's software to take the Utilize action with it that turn.	20
17–19	**Location Fix.** The system or its administrator learns the location of the spiker's access point.	—
20	**Lockout.** The spiker's connection to the system is terminated and the spiker must find a different access point to spike that system again.	—

CLASSES

This section includes all thirteen Neon Odyssey classes. Twelve of them are space opera "class skins," which rename and reflavor the core D&D classes to fit within the Neon Odyssey setting, including feature names. Some of the class skins also include minor mechanical tweaks to better reflect their core theme. Each class skin has a sidebar listing any changed feature names or functions from their 5.5E counterpart, as well as any new features added. Please read each class carefully and do not assume that knowledge of a 5.5E D&D class will determine exactly how a Neon Odyssey class functions. The new Machinist class is also presented in its entirety.

MULTICLASS CHARACTERS

For purposes of multiclassing, treat a class skin as the same class as its core 5.5E counterpart.

CLASS

CRYPTIST

An Occultist Who Unlocks Power from Cosmic Secrets

CORE CRYPTIST TRAITS	
Primary Ability	*Choose 1:* Intelligence or Charisma
Hit Point Die	D8 per Cryptist level
Saving Throw Proficiencies	Wisdom and your Primary Ability
Skill Proficiencies	*Choose 2:* Arcana, Deception, History, Intimidation, Investigation, Nature, Perception, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	Light armor
Starting Equipment	*Choose A or B:* (A) Light Armor, Combat Knife, Light Pistol, 20 Bullets, Power Cell, Datapad (occult lore), Magazine, Occult Focus (crystal), Academic's Pack, and ₰600; or (B) ₰4,000

Cryptists understand that certain truths hidden throughout the Stardust Rhapsody and the realms beyond are keys to unimaginable power. They devote themselves to the search, study, and discovery of these secrets, for uncovering and manipulating them can unleash the fundamental forces of the galaxy. They relentlessly delve into the mysteries of creation to unlock increasing power and the ability to weave their own potent magic.

The secrets in which the Cryptists deal are typically well guarded and require great commitment and sacrifice to unearth. Their occult practices are considered forbidden by the general galactic sensibility, and most common people would rather these hidden truths stay buried. These concerns do not stop Cryptists, for they know that the unenlightened will always fear what they don't understand.

Many Cryptists are the ultimate researchers, spending their time in grand archives, buried in codices and data slates. Others seek the truth in the field, exploring long-forgotten ruins, buried temples, and profane sites tethered to otherworldly realms. No matter the method, Cryptists and their strange spells are immensely valuable to the galaxy's factions, governments, and organizations, and many find a fast track to positions of power across the Stardust Rhapsody.

BECOMING A CRYPTIST

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Cryptist Traits table.
- Gain the Cryptist's level 1 features, which are listed in the Cryptist Features table.

NEON WARLOCK: THE CRYPTIST

Cryptist is the *Neon Odyssey* expression of Warlock. The adjusted features are:

- **Skill Proficiencies.** Adds Perception to the list of choices.
- **Esoteric Secrets.** Rename of Eldritch Invocations. The individual secrets have also been renamed, and new secrets have been added.
- **Occult Magic.** Rename of Pact Magic. The Cryptist chooses Intelligence or Charisma as its spellcasting ability, which determines its Primary Ability and Saving Throw Proficiencies. It also gains a third spell slot at level 7 and a fifth spell slot at level 19 (see the Cryptist Features table).
- **Cryptic Guile.** Rename of Magical Cunning that is usable as a Magic action.
- **Hidden Truth.** New feature that grants the *Zone of Truth* spell and allows a free casting of it once per Long Rest.
- **Forbidden Knowledge.** Rename of Contact Patron.
- **Eldritch Revelation.** Rename of Mystic Arcanum.
- **Master of Whispers.** Rename of Eldritch Master that includes the original function and adds Manifest Secret, allowing limited casting of the *Wish* spell.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Cryptist Traits table: Hit Point Die and training with Light armor.
- Gain the Cryptist's level 1 features, which are listed in the Cryptist Features table. See the multiclassing rules in *the D&D Beyond Basic Rules* to determine your available spell slots. If you have the Occult Magic feature and the Spellcasting feature, you can use the spell slots you gain from Occult Magic to cast spells you have prepared with the Spellcasting feature, and you can use the spell slots you gain from the Spellcasting feature to cast Cryptist spells you have prepared.

CRYPTIST CLASS FEATURES

As a Cryptist, you gain the following class features when you reach the specified Cryptist levels. These features are listed in the Cryptist Features table.

LEVEL 1: ESOTERIC SECRETS

Delving into the mysteries of the galaxy have led you to discovering Esoteric Secrets that grant you magical abilities of the occult. You gain one secret of your choice, such as Mystery of the Cipher. Secrets are described in the "Esoteric Secrets Options" section later in the class's description.

Prerequisites. If a secret has a prerequisite, you must meet it to learn that secret. For example, if a secret requires you to be a level 5+ Cryptist, you can select the secret once you reach Cryptist level 5.

Replacing and Gaining Secrets. Whenever you gain a Cryptist level, you can replace one of your secrets with another one for which you qualify. You can't replace a secret if it's a prerequisite for another secret that you have.

When you gain certain Cryptist levels, you gain more secrets of your choice, as shown in the Esoteric Secrets column of the Cryptist Features table.

You can't pick the same secret more than once unless its description says otherwise.

CRYPTIST FEATURES

LEVEL	PROFICIENCY BONUS	CLASS FEATURES	ESOTERIC SECRETS	CANTRIPS	PREPARED SPELLS	SPELL SLOTS	SLOT LEVEL
1	+2	Esoteric Secrets, Occult Magic	1	2	2	1	1
2	+2	Cryptic Guile	3	2	3	2	1
3	+2	Cryptist Subclass	3	2	4	2	2
4	+2	Ability Score Improvement	3	3	5	2	2
5	+3	Hidden Truth	5	3	6	2	3
6	+3	Subclass feature	5	3	7	2	3
7	+3	—	6	3	8	3	4
8	+3	Ability Score Improvement	6	3	9	3	4
9	+4	Forbidden Knowledge	7	3	10	3	5
10	+4	Subclass feature	7	4	10	3	5
11	+4	Eldritch Revelation (level 6 spell)	7	4	11	3	5
12	+4	Ability Score Improvement	8	4	11	3	5
13	+5	Eldritch Revelation (level 7 spell)	8	4	12	4	5
14	+5	Subclass feature	8	4	12	4	5
15	+5	Eldritch Revelation (level 8 spell)	9	4	13	4	5
16	+5	Ability Score Improvement	9	4	13	4	5
17	+6	Eldritch Revelation (level 9 spell)	9	4	14	4	5
18	+6	—	10	4	14	4	5
19	+6	Epic Boon	10	4	15	5	5
20	+6	Master of Whispers	10	4	15	5	5

LEVEL 1: OCCULT MAGIC

Through 1 discovery and study of occult secrets, you have unlocked the art of spellcasting. See the *D&D Beyond Basic Rules* for the rules on spellcasting. The information below details how you use those rules with Cryptist spells, which appear in the Cryptist spell list later in the class's description.

Spellcasting Ability. Intelligence or Charisma is your spellcasting ability for your Cryptist spells, chosen as your Primary Ability (see the Core Cryptist Traits table) when you first select this class. Intelligence represents power drawn from your comprehension of the truth behind secrets, while Charisma represents a realization that truth is perception, and your truth can override any other.

Cantrips. You know two Cryptist cantrips of your choice. *Eldritch Blast* and *Prestidigitation* are recommended. Whenever you gain a Cryptist level, you can replace one of your cantrips from this feature with another Cryptist cantrip of your choice.

When you reach Cryptist levels 4 and 10, you learn another Cryptist cantrip of your choice, as shown in the Cantrips column of the Cryptist Features table.

Spell Slots. The Cryptist Features table shows how many spell slots you have to cast your Cryptist spells of levels 1–5. The table also shows the level of those slots, all of which are the same level. You regain all expended Occult Magic spell slots when you finish a Short or Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Cryptist spells. *Charm Person* and *Hex* are recommended.

The number of spells on your list increases as you gain Cryptist levels, as shown in the Prepared Spells column of the Cryptist Features table. Whenever that number increases, choose additional Cryptist spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach level 6, for example, you learn a new Cryptist spell, which can be of levels 1–3.

If another Cryptist feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Cryptist spells for you.

Changing Your Prepared Spells. Whenever you gain a Cryptist level, you can replace one spell on your list with another Cryptist spell of an eligible level.

Spellcasting Focus. You can use an Occult Focus as a Spellcasting Focus for your Cryptist spells.

LEVEL 2: CRYPTIC GUILE

You can delve into the depths of your secret knowledge to draw on an emergency reserve of magical power. As a Magic action, you can regain a number of expended Occult Magic spell slots equal to half your maximum (round up). Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 3: CRYPTIST SUBCLASS

You gain a Cryptist subclass of your choice. The Cacophonous and Shadowtongue subclasses are detailed after this class's description, and the Deepsworn and Primeval subclasses are detailed in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Cryptist levels. For the rest of your career, you gain each of your subclass's features that are of your Cryptist level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Cryptist levels 8, 12, and 16.

LEVEL 5: HIDDEN TRUTH

Secrets and lies are second nature to you, and you can discern when others knowingly speak falsehoods. You always have the *Zone of Truth* spell prepared, and you can cast it without expending a spell slot and requiring no spell components. Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest.

LEVEL 9: FORBIDDEN KNOWLEDGE

Your occult experience guides you to probe the cosmos in search of deeper understanding. You always have the *Contact Other Plane* spell prepared. With this feature, you can cast the spell without expending a spell slot to draw hidden knowledge from the power of your occult secrets, and you automatically succeed on the spell's saving throw.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest.

LEVEL 11: ELDRITCH REVELATION

In your delving into hidden secrets, you have unearthed a cosmic truth called a revelation. Choose one level 6 Cryptist spell as this revelation.

You can cast your revelation spell once without expending a spell slot, and you must finish a Long Rest before you can cast it in this way again.

As shown in the Cryptist Features table, you gain another Cryptist spell of your choice that can be cast in this way when you reach Cryptist levels 13 (level 7 spell), 15 (level 8 spell), and 17 (level 9 spell). You regain all uses of your Eldritch Revelation when you finish a Long Rest.

Whenever you gain a Cryptist level, you can replace one of your revelation spells with another Cryptist spell of the same level.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. Boon of Fate is recommended.

LEVEL 20: MASTER OF WHISPERS

You now control the power of secrets with a whisper.

Guile Incarnate. When you use your Cryptic Guile feature, you regain all your expended Occult Magic spell slots.

Manifest Secret. As a Magic action, you can speak a secret truth into being to cast the *Wish* spell to duplicate another spell only. Once you use this benefit, you must finish 1d6 Long Rests before you can use it again.

ESOTERIC SECRETS OPTIONS

Esoteric Secrets options appear in alphabetical order.

ABYSSAL REVELATION

Prerequisite: Level 2+ Cryptist

You have unlocked secrets of the Abyssal Void. You learn the *Disruption* cantrip if you don't already know it. Once you have Occult Magic spell slots capable of casting each of the following spells, you always have that spell prepared: *Bane*, *Darkness*, *Hungering Void*, *Summon Void-Dweller*, *Planar Binding*.

ARCADIAN CHEAT CODE

Prerequisite: Level 2+ Cryptist

You have unlocked secrets of Arcadia. You learn the *Minor Illusion* cantrip if you don't already know it. Once you have Occult Magic spell slots capable of casting each of the following spells, you always have that spell prepared: *Jump*, *Inventory*, *Summon Arcadian*, *Stoneskin*, *Animate Objects*.

CALL OF THE DEEP

Prerequisite: Level 5+ Cryptist

You can breathe underwater, and you gain a Swim Speed equal to your Speed.

You can also cast *Water Breathing* once without expending a spell slot. You regain the ability to cast it in this way again when you finish a Long Rest.

CIPHER OF THE WATCHERS

Prerequisite: Level 9+ Cryptist, Mystery of the Cipher Secret

With your permission, a creature can take an action to input its name in your Codex of Ciphers, which can contain a number of names equal to your Occult Magic spellcasting ability modifier (minimum of one name).

When any creature whose name is in the codex is reduced to 0 Hit Points but not killed outright, the creature magically drops to 1 Hit Point instead. Once this magic is triggered, no creature can benefit from it until you finish a Long Rest.

As a Magic action, you can erase a name from the codex by touching it.

DEATHLESS EONS

Prerequisite: Level 2+ Cryptist

You can cast *False Life* on yourself without expending a spell slot. When you cast the spell with this feature, you gain the maximum number of Temporary Hit Points instead of rolling the d4s.

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DUELIST'S DUE

Prerequisite: Level 9+ Cryptist, Mystery of the Duel Secret

Once per turn when you hit a creature with your bound weapon, you can deal an extra 1d6 Necrotic, Psychic, or Radiant damage (your choice) to the creature, and you can expend one of your Hit Point Dice to roll it and regain a number of Hit Points equal to the roll plus your Constitution modifier (minimum of 1 Hit Point).

DECEPTIVE VISIONS

Prerequisite: Level 2+ Cryptist

You can cast *Silent Image* without expending a spell slot.

DEEP SIGHT

Prerequisite: Level 2+ Cryptist

You can see normally in Dim Light and Darkness— both magical and nonmagical—within 120 feet of yourself.

DEFY GRAVITY

Prerequisite: Level 5+ Cryptist

You can cast *Levitate* on yourself without expending a spell slot.

DISCORDANT MALICE

Prerequisite: Level 2+ Cryptist

You have unlocked secrets of Cacophony. You learn the *Vicious Mockery* cantrip if you don't already know it. Once you have Occult Magic spell slots capable of casting each of the following spells, you always have that spell prepared: *Horrific Demise*, *Malignant Spray*, *Summon Lesser Discordant*, *Banishment*, *Dispel Evil and Good*.

DREAMS OF THE ELDEST

Prerequisite: Level 2+ Cryptist

You have plucked knowledge from the lingering dreams of galactic precursors, allowing you to gain one Origin feat of your choice (see "Feats").

Repeatable. You can gain this secret more than once. Each time you do so, choose a different Origin feat.

FORCE OF THE BEYOND

Prerequisite: Level 5+ Cryptist, Mystery of the Duel Secret

Once per turn when you hit a creature with your bound weapon, you can expend an Occult Magic spell slot to deal an extra 1d8 Force damage to the target, plus another 1d8 per level of the spell slot, and you can give the target the Prone condition if it is Huge or smaller.

ENDURING KNOWLEDGE

You have Advantage on Constitution saving throws that you make to maintain Concentration.

ENIGMA OF FLESH AND BONE

Prerequisite: Level 5+ Cryptist

You can cast *Gene Splicing* without expending a spell slot.

FADE AWAY

Prerequisite: Level 5+ Cryptist

While you're in an area of Dim Light or Darkness, you can cast *Invisibility* on yourself without expending a spell slot.

FAR-FLUNG VISIONS

Prerequisite: Level 9+ Cryptist

You can cast *Arcane Eye* without expending a spell slot.

FATAL FORM

Prerequisite: Level 12+ Cryptist, Forbidden Form Secret

The Extra Attack of your Forbidden Form secret confers two extra attacks rather than one.

FORBIDDEN FORM

Prerequisite: Level 5+ Cryptist, Mystery of the Duel Secret

You gain the Extra Attack feature for your mystery weapon only. With that feature, you can attack twice with the weapon instead of once when you take the Attack action on your turn.

GRAVITY SOLUTION

Prerequisite: Level 2+ Cryptist

You have unlocked secrets of gravity. You learn the *Kinetic Propulsion* cantrip if you don't already know it. Once you have Occult Magic spell slots capable of casting each of the following spells, you always have that spell prepared: *Gravity Shackle*, *Levitate*, *Fly*, *Vortex*, *Graviton Wave*.

HARMONIOUS UNIFICATION

Prerequisite: Level 2+ Cryptist

You have unlocked secrets of the Harmony. You learn the *Culling* or *Guidance* cantrip (your choice) if you don't already know it. Once you have Occult Magic spell slots capable of casting each of the following spells, you always have that spell prepared: *Cure Wounds*, *Harmonic Bond*, *Beacon of Hope*, *Luminous Wind*, *Mass Cure Wounds*.

HYPERGRID DECRYPTION

Prerequisite: Level 2+ Cryptist

You have unlocked secrets of the Hypergrid. You learn the *Debug* cantrip if you don't already know it. Once you have Occult Magic spell slots capable of casting each of the following spells, you always have that spell prepared: *Identify*, *Power Sag*, *Sending*, *Summon Gridwrought*, *Scrying*.

IMPOSSIBLE LEAP

Prerequisite: Level 2+ Cryptist

You can cast *Jump* on yourself without expending a spell slot.

INESCAPABLE SIGHT

Prerequisite: Level 15+ Cryptist

You have Truesight with a range of 30 feet.

INTRUSIVE AWARENESS

Prerequisite: Level 5+ Cryptist

You can use a Bonus Action to touch a willing creature and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can take a Bonus Action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. The connection ends if you don't maintain it in this way.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you can cast spells as if you were in your space or the other creature's space if the two of you are within 60 feet of each other.

INVEST THE STRANGER

Prerequisite: Level 5+ Cryptist, Mystery of the Stranger Secret

When you cast *Autonomous Assistant*, you infuse the summoned assistant with a measure of your eldritch power, granting the creature the following benefits.

Aerial or Aquatic. The assistant gains either a Fly Speed or a Swim Speed (your choice) of 40 feet.

Quick Attack. As a Bonus Action, you can command the assistant to take the Attack action.

Necrotic or Radiant Damage. Whenever the assistant deals Bludgeoning, Piercing, or Slashing damage, you can make it deal Necrotic or Radiant damage instead.

Your Save DC. If the assistant forces a creature to make a saving throw, it uses your spell save DC.

Resistance. When the assistant takes damage, you can take a Reaction to grant it Resistance against that damage.

MYSTERY OF THE CIPHER

Weaving potential secrets into physical truth, you conjure forth a book or Datapad in your hand at the end of a Short or Long Rest. This Codex of Ciphers (you determine its appearance) contains eldritch magic that only you can access, granting you the benefits below. The codex disappears if you conjure another item with this feature or if you die.

Cantrips and Rituals. When the codex appears, choose three cantrips, and choose two level 1 spells that have the Ritual tag. The spells can be from any class's spell list, and they must be spells you don't already have prepared. While the codex is on your person, you have the chosen spells prepared, and they function as Cryptist spells for you.

Spellcasting Focus. You can use the codex as a Spellcasting Focus.

MYSTERY OF THE DUEL

As a Bonus Action, you can conjure a bound weapon in your hand—a Simple or Martial weapon of your choice with which you bond—or create a bond with a magic weapon you touch; you can't bond with a magic weapon if someone else is attuned to it or another Cryptist is bonded with it. Until the bond ends, you have proficiency with the weapon, and you can use it as a Spellcasting Focus.

Whenever you attack with the bonded weapon, you can use your Occult Magic spellcasting ability modifier for the attack and damage rolls instead of using Strength or Dexterity; and you can cause the weapon to deal Necrotic, Psychic, or Radiant damage or its normal damage type.

Your bond with the weapon ends if you use this feature's Bonus Action again, if the weapon is more than 5 feet away from you for 1 minute or more, or if you die. A conjured weapon disappears when the bond ends.

MYSTERY OF THE STRANGER

You learn the *Autonomous Assistant* spell and can cast it as a Magic action without expending a spell slot.

When you cast the spell, you can choose Aberration as the creature type for your assistant, and you choose the normal form for it or one of the following special forms: **Chatterling**, **Jellikin**, **Pixpal**, **Starry Guide**, **Harmonic Kindred**, or **Mindclinger**.

If you chose one of the special forms above, when you take the Attack action, you can forgo one of your own attacks to allow your assistant to make one attack of its own with its Reaction.

PRIMORDIAL IMPRINT

Prerequisite: Level 2+ Cryptist

You have unlocked secrets of primordial elements. You learn the *Sorcerous Burst* cantrip if you don't already know it. Once you have Occult Magic spell slots capable of casting each of the following spells, you always have that spell prepared: *Chromatic Orb*, *Spike Growth*, *Elemental Wrath*, *Summon Primordial*, *Commune with Nature*.

PSIONIC EXPANSION

Prerequisite: Level 2+ Cryptist

You have unlocked secrets of psionic magic. You learn the *Psychic Needle* or *Telekinetic Combat* cantrip (your choice) if you don't already know it. Once you have Occult Magic spell slots capable of casting each of the following spells, you always have that spell prepared: *Shield*, *Detect Thoughts*, *Sending*, *Charm Monster*, *Telekinesis*.

REACH OF THE EXPANSE

Prerequisite: Level 2+ Cryptist, a Cryptist Cantrip That Deals Damage

Choose one of your known Cryptist cantrips that deals damage and has a range of 10+ feet. When you cast that spell, its range increases by a number of feet equal to 30 times your Cryptist level.

Repeatable. You can gain this secret more than once. Each time you do so, choose a different eligible cantrip.

RUINOUS POWER

Prerequisite: Level 2+ Cryptist, a Cryptist Cantrip That Deals Damage

Choose one of your known Cryptist cantrips that deals damage. You can add your Occult Magic spellcasting ability modifier to that spell's damage rolls.

Repeatable. You can gain this secret more than once. Each time you do so, choose a different eligible cantrip.

SECRET OF ENDLESS SERVITUDE

Prerequisite: Level 9+ Cryptist

You can cast *Animate Dead* by expending an Occult Magic spell slot. Once you cast the spell using this secret, you can't do so again until you finish a Long Rest.

SECRETS FROM THE GRAVE

Prerequisite: Level 7+ Cryptist

You can cast *Speak with Dead* without expending a spell slot.

SHELL OF SHADOWS

You can cast *Mage Armor* on yourself without expending a spell slot.

SIGN OF THE STARS

Prerequisite: Level 2+ Cryptist

You have unlocked secrets of Agathos. You learn the *Starry Wisp* cantrip if you don't already know it. Once you have Occult Magic spell slots capable of casting each of the following spells, you always have that spell prepared: *Guiding Bolt*, *Shield of Stars*, *Tongues*, *Divination*, *Summon Emissary*.

TEMPORAL UNDERSTANDING

Prerequisite: Level 2+ Cryptist

You have unlocked secrets of time. You learn the *Guidance* cantrip if you don't already know it. Once you have Occult Magic spell slots capable of casting each of the following spells, you always have that spell prepared: *Longstrider*, *Hold Person*, *Slow*, *Temporal Lifeline*, *Time Skip*.

TRUTH OF BEAUTY

Prerequisite: Level 2+ Cryptist

You can cast *Disguise Self* without expending a spell slot.

WARPING IMPACT

Prerequisite: Level 2+ Cryptist, a Cryptist Cantrip That Deals Damage via an Attack Roll

Choose one of your known Cryptist cantrips that requires an attack roll. When you hit a Large or smaller creature with that cantrip, you can push the creature up to 10 feet straight away from you.

Repeatable. You can gain this secret more than once. Each time you do so, choose a different eligible cantrip.

CRYPTIST SPELL LIST

This section presents the Cryptist spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component. Spells marked with a appear in the Spells section of this playtest.

Some spells are given a suggested name to better fit the setting and this class. The standard spellname is given in parentheses.

CANTRIPS (LEVEL 0 CRYPTIST SPELLS)

SPELL	SCHOOL	SPECIAL
Befriend	Enchantment	C
Chill Touch	Necromancy	—
Culling	Necromancy	—
Deflection	Abjuration	C
Dimness	Evocation	—
Eldritch Blast	Necromancy	—
Mage Hand	Conjuration	—
Minor Illusion	Illusion	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
Psychic Needle	Enchantment	—
Thunder Blast	Evocation	—
True Strike	Divination	—

LEVEL 1 CRYPTIST SPELLS

SPELL	SCHOOL	SPECIAL
Armor of Secrets	Abjuration	—
Bane	Enchantment	C
Charm Person	Enchantment	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Expeditious Retreat	Transmutation	C
Hellish Rebuke	Evocation	—
Hex	Enchantment	C
Hideous Laughter	Enchantment	C
Horrific Demise	Illusion	—
Illusory Script	Illusion	R, M
Memory Leak	Enchantment	C
Protection from Evil and Good	Abjuration	C, M
Speak with Animals	Divination	R
Unseen Servant	Conjuration	R
Void Lash	Conjuration	—
Withering Lightning	Evocation	C

LEVEL 2 CRYPTIST SPELLS

SPELL	SCHOOL	SPECIAL
Darkness	Evocation	C
Enthrall	Enchantment	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Malignant Spray	Evocation	—
Mind Spike	Divination	C
Minion Binding	Enchantment	C
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Psychic Feedback Screen	Enchantment	C
Ray of Enfeeblement	Necromancy	C
Spider Climb	Transmutation	C
Suggestion	Enchantment	C
Swirling Shards	Conjuration	C

LEVEL 3 CRYPTIST SPELLS

SPELL	SCHOOL	SPECIAL
Counterspell	Abjuration	—
Dispel Magic	Abjuration	—
Eyes of the Void	Transmutation	—
Fear	Illusion	C
Fly	Transmutation	C
Gaseous Form	Transmutation	C
Glitch	Conjuration	—
Hitscan Enhancement	Transmutation	C
Hungering Void	Conjuration	C
Hypnotic Pattern	Illusion	C
Magic Circle	Abjuration	M
Major Image	Illusion	C
Nondetection	Abjuration	M
Remove Curse	Abjuration	—
Somber Extraction	Necromancy	—
Summon Arcadian	Conjuration	C, M
Summon Lesser Discordant	Conjuration	C, M
Summon Silent	Necromancy	C, M
Tongues	Divination	—
Vampiric Touch	Necromancy	C
Void Warp	Conjuration	—

LEVEL 4 CRYPTIST SPELLS

SPELL	SCHOOL	SPECIAL
Banishment	Abjuration	C
Blight	Necromancy	—
Charm Monster	Enchantment	—
Dimension Door	Conjuration	—
Hallucinatory Terrain	Illusion	—
Summon Void-Dweller	Conjuration	C, M
Temporal Lifeline	Conjuration	—
Vortex	Evocation	—

LEVEL 5 CRYPTIST SPELLS

SPELL	SCHOOL	SPECIAL
Contact Other Plane	Divination	R
Dream	Illusion	—
Hold Monster	Enchantment	C
Grid Storm	Evocation	C
Mislead	Illusion	C
Planar Binding	Abjuration	M
Psychic Storm	Enchantment	—
Scrying	Divination	C, M
Spacetime Anchor	Abjuration	C
Teleportation Circle	Conjuration	M
Time Skip	Transmutation	—

LEVEL 6 CRYPTIST SPELLS

SPELL	SCHOOL	SPECIAL
Chem Synthesis	Conjuration	M
Circle of Death	Necromancy	M
Create Undead	Necromancy	M
Eyebite	Necromancy	C
Fold Space	Conjuration	C
Psychic Sunder	Enchantment	C
Summon Discordant	Conjuration	C, M
True Seeing	Divination	M

LEVEL 7 CRYPTIST SPELLS

SPELL	SCHOOL	SPECIAL
Finger of Death	Necromancy	—
Forcecage	Evocation	C, M
Plane Shift	Conjuration	M
Overtone Shift (Etherealness)	Conjuration	—
Sequester	Transmutation	M

LEVEL 8 CRYPTIST SPELLS

SPELL	SCHOOL	SPECIAL
Befuddlement	Enchantment	—
Clone	Necromancy	M
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C
Glibness	Enchantment	—
Mind Blank	Abjuration	—
Power Word Stun	Enchantment	—

LEVEL 9 CRYPTIST SPELLS

SPELL	SCHOOL	SPECIAL
Foresight	Divination	—
Gate	Conjuration	C, M
Imprisonment	Abjuration	M
Power Word Kill	Enchantment	—
True Polymorph	Transmutation	C
Weird	Illusion	C

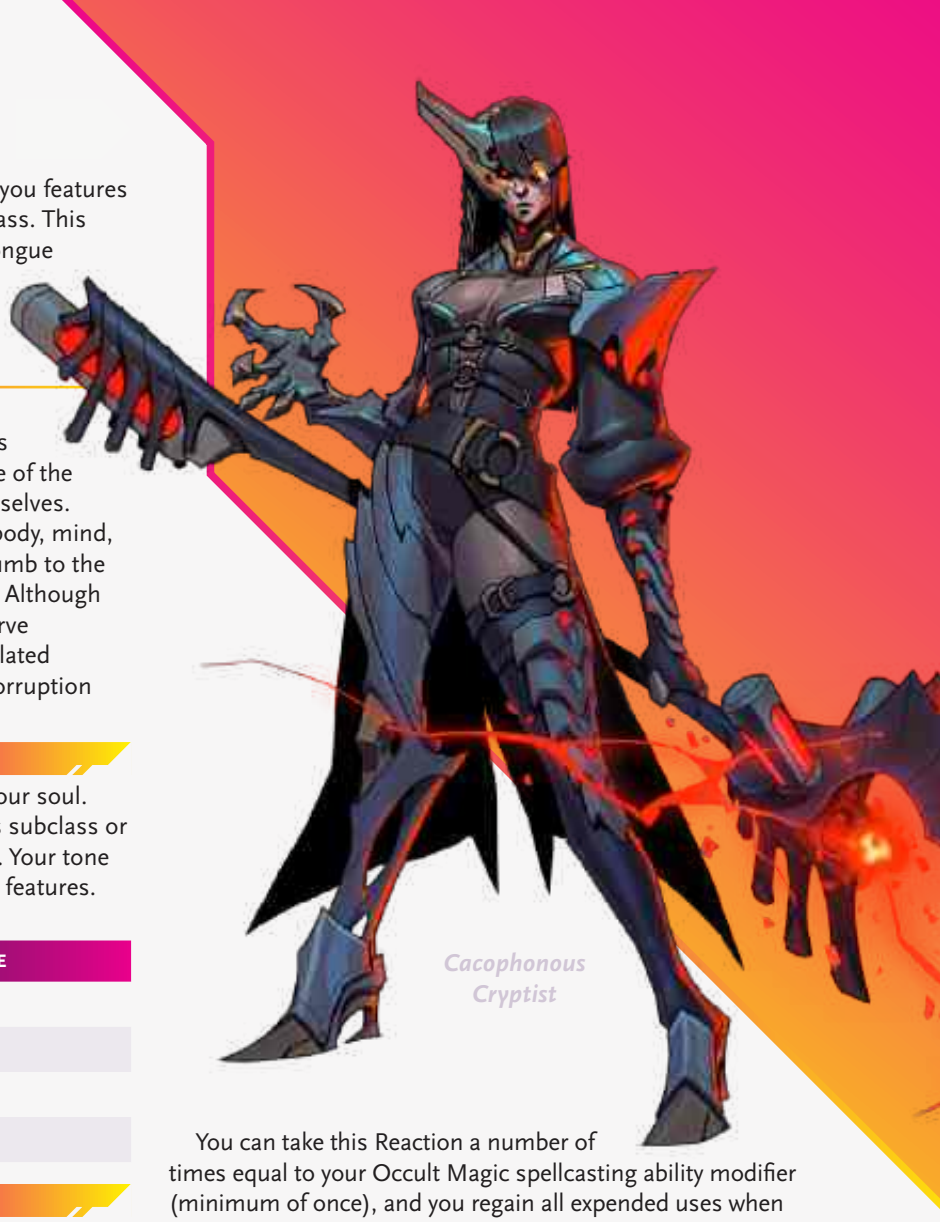
CRYPTIST SUBCLASSES

A Cryptist subclass is a specialization that grants you features at certain Cryptist levels, as specified in the subclass. This section presents the Cacophonous and Shadowtongue subclasses. The Deepsworn and Primeval subclasses appear in the *Overdrive Expansion*.

CACOPHONOUS

Corrupt Body and Soul with Discordant Powers

The Cacophonous are especially cunning Cryptists who seek to outmaneuver the wicked malevolence of the Discordant to claim their fiendish power for themselves. They rip open tears to Cacophony to corrupt the body, mind, and soul of their enemies, marking them to succumb to the influences of Entropy, Instinct, Progress, or Thrill. Although they harness evil itself, many Cacophonous preserve their own souls through rigid discipline and calculated maneuvering, although some fully embrace the corruption and ascend to a new Discordant state of being.



Cacophonous Cryptist

LEVEL 3: DISCORDANT TONE

The four Discordant tones of Cacophony vie for your soul. Choose your discordant tone when you select this subclass or roll it randomly, using the Discordant Tones table. Your tone is associated with a damage type and affects later features.

DISCORDANT TONES

1d4	TONE	DAMAGE TYPE
1	Entropy	Cold
2	Instinct	Acid
3	Progress	Lightning
4	Thrill	Psychic

LEVEL 3: CACOPHONOUS SPELLS

When you reach a Cryptist level specified in the Cacophonous Spells table, you thereafter always have the listed Cacophony spells and the spells for your tone of discord prepared.

LEVEL 3: INVOKE CACOPHONY

You call forth Discordant powers to corrupt your foes. When you damage an enemy, you can take a Reaction to tear a hole in the cosmos and invite in Cacophony, gaining a benefit based on your Discordant tone. You can also take this Reaction if another creature reduces an enemy within 10 feet of you or a creature summoned by you to 0 Hit Points. If a benefit requires a saving throw, the DC equals your spell save DC.

You can take this Reaction a number of times equal to your Occult Magic spellcasting ability modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Entropy. Each creature of your choice within 10 feet of the triggering creature takes 1d6 Cold damage, and its Speed is reduced by 10 feet until the end of its next turn.

Instinct. Each creature of your choice within 10 feet of the triggering creature must make a Constitution saving throw. On a failed save, a target takes Acid damage equal to your Occult Magic spellcasting ability modifier (minimum of 1) and has the Poisoned condition until the start of your next turn.

Progress. Each creature of your choice within 10 feet of the triggering creature takes 1d8 Lightning damage and can't take Reactions until the start of your next turn.

CACOPHONOUS SPELLS

CRYPTIST LEVEL	CACOPHONY SPELLS	ENTROPY SPELLS	INSTINCT SPELLS	PROGRESS SPELLS	THRILL SPELLS
3	*Bane*, *Malignant Spray*	*Dissonant Whispers*, *Silence*	*Acid Arrow*, *Ray of Sickness*	*Command*, *Power Sag*	*Hideous Laughter*, *Mirror Image*
5	*Summon Lesser Discordant*	*Slow*	*Haste*	*Raking Shot*	*Hypnotic Pattern*
7	*Dimension Door*	*Phantasmal Killer*	*Vitriolic Sphere*	*Resilient Sphere*	*Confusion*
9	*Forceful Majesty*	*Antilife Shell*	*Insect Plague*	*Wall of Force*	*Mislead*

Thrill. Each creature of your choice within 10 feet of the triggering creature must make a Wisdom saving throw. On a failed save, a target takes 1d6 Psychic damage and must take a Reaction to move up to half its Speed in a direction of your choice. Your allies who fail this save take no damage.

LEVEL 6: MARK OF DISCORD

You gain the power to mark someone's soul for Discordant corruption. As a Magic action, you can curse a creature you can see within 60 feet of yourself with a mark of your discordant tone. The target must succeed on a Wisdom saving throw against your spell save DC or be cursed for 1 minute. For the duration, the target must subtract 1d4 from D20 Tests, and it takes 2d8 damage at the start of each of its turns. The damage type is determined by your discordant tone.

Once a creature fails its saving throw against this curse, you can't use this feature again until you finish a Short or Long Rest.

LEVEL 6: TONE DISSONANCE

You master the Discordant tone you've bargained with. When you deal damage to a creature on your turn, you can cast one of the spells from your Cacophonous Spells feature as a Bonus Action. You can use this feature a number of times equal to your Occult Magic spellcasting ability modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 10: SPREADING CORRUPTION

Discordant are vengeful and hard to kill—and so are you. You gain Resistance to a damage type based on your discordant tone.

Additionally, when a creature that you can see within 90 feet of yourself damages you, you can take a Reaction to cast *Hex* on that creature without expending a spell slot. Once you use this Reaction, you can't do so again until you finish a Long Rest.

LEVEL 14: CACOPHONOUS CRESCENDO

You can now tear a rift in the fabric of the galaxy and usher in Cacophony. You can use one of the options below. Once you use this feature, you can't do so again until you finish a Long Rest.

Cacophony Breach. You can cast *Summon Discordant* (your chosen tone only) once without a spell slot or Material components, and you regain the ability to do so when you finish a Long Rest. When you cast the spell in this way, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting, and when summoned, the Fiend has a number of Temporary Hit Points equal to your Cryptist level plus your Occult Magic spellcasting ability modifier.

Discordant Ascension. As a Bonus Action, you consume a torrent of discordant energy and transform for 1 minute, gaining the following benefits:

- Your creature type becomes Fiend.
- You have a +2 bonus to AC.
- You have Immunity to Necrotic damage and the damage type associated with your discordant tone.
- When you deal damage, you can change the damage type to Necrotic or the damage type associated with your discordant tone, and you ignore targets' Resistance to that damage.
- Whenever an enemy starts its turn within 30 feet of you, it must succeed on a Wisdom saving throw against your spell save DC or have the Frightened condition until the start of its next turn.

SHADOWTONGUE

Control the Living and the Dead with a Whisper

Shadowtongues have uncovered the truths of mortal life essence and the ways in which the Harmony flows through living things, and they have learned how to manipulate and dominate it with their voice alone. They whisper secret frequencies to twist emotion and desire toward their aims, eventually discovering how to sever one's connection to the Harmony to bind mind, body, and soul to their will. Many Shadowtongues find themselves in positions of power, guiding the galaxy from the shadows, while others forgo the concerns of the living and fully embrace the curse of undeath.

LEVEL 3: SHADOWTONGUE SPELLS

When you reach a Cryptist level specified in the Shadowtongue Spells table, you thereafter always have the listed spells prepared.

SHADOWTONGUE SPELLS

CRYPTIST LEVEL	SPELLS
3	*Befriend*, *Charm Person*, *Command*, *Minion Binding*, *Suggestion*
5	*Somber Extraction*, *Summon Silent*
7	*Compulsion*, *Death Ward*
9	*Dominate Person*, *Modify Memory*

LEVEL 3: INSIDIOUS WHISPERS

Your whispers twist the Harmony to wrap your enchanting magic around the mind of normally resilient beings. When you cast a spell that imposes the Charmed condition, you can modify it to affect creatures of any type.

When you do so, one target of the spell normally unaffected because of its creature type is affected. The target has Advantage on any saving throws against the spell, and the spell ends after 1 minute, unless its normal duration is shorter.

LEVEL 6: SILENT PROXY

The living and dead are mere puppets to you, no matter where you are. You can cast *Animate Dead* once without a spell slot, and you can't do so again until you finish a Long Rest. When you cast the spell in this way, its level is equal to your Occult Magic slot level.

Additionally, you can reach your magic through the yawning space where your servants' Harmony should be. While you and an Undead creature you created or summoned are on the same plane of existence, as a Bonus Action, you can see through its eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has.

If you are within 100 feet of the creature and you cast a spell with a casting time of an action while using the creature's senses in this way, you can cause the spell to originate from that creature's space as if you were occupying it. You and the creature both count as the caster of the spell, though you make all decisions and rolls for the spell. Once you cast a level 1+ spell in this way, you can't do so again until you finish a Short or Long Rest. You can still cast cantrips in this way during that time.

LEVEL 6: SPOKEN SEVERANCE

You can temporarily sever a creature from the Harmony in the moment of its transition from living existence. When a creature that isn't Undead that you can see within 30 feet of you dies, you can take a Reaction to cast *Summon Silent* without a spell slot or Material components, requiring no Concentration. When you cast the spell in this way, its duration becomes 1 minute. Once you use this Reaction, you can't use it again until you finish a Long Rest.

LEVEL 10: DOMINATING VOICE

Your commanding whispers echo and cling. When you cast *Dominate Person*, you can modify the spell to have a duration of Concentration, up to 1 hour.

Additionally, if you cast the spell using your Insidious Whispers feature, the spell doesn't end early.

LEVEL 14: WHISPERED INFLUENCE

Your whispers cut deep, and your commands linger unnoticed until triggered. You can cast *Mass Suggestion* once without a spell slot, and you regain the ability to do so when you finish a Long Rest.

When a target fails its saving throw against a *Suggestion* or *Mass Suggestion* spell you cast, you can modify the spell to linger on the target without effect for up to 1 year. When you modify the spell in this way, you can specify a triggering event that causes the spell to then take effect on the target. The event must be perceptible to the targets, so it can't include game statistics that aren't apparent such as a creature's alignment or uncommunicated attitudes. When the target perceives the specified trigger, the spell takes effect for its full duration, no Concentration required.

You can have one lingering *Suggestion* and *Mass Suggestion* spell each using this feature at a time. If you cast one of those spells using this feature a second time, the first embedded instance of that spell ends without effect.

Shadowtongue Cryptist

CLASS

DISCIPLE

A Martial Adept Who Balances Body and Soul

CORE DISCIPLE TRAITS	
Primary Ability	Dexterity and Wisdom
Hit Point Die	D8 per Disciple level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	*Choose 2:* Acrobatics, Arcana, Athletics, History, Insight, Investigation, Religion, or Stealth
Weapon Proficiencies	Simple weapons and Martial weapons that have the Light property
Tool Proficiencies	*Choose one type of Crafter's Tools or Musician's Instrument*
Armor Training	None
Starting Equipment	*Choose A or B:* (A) Combat Knife, Combat Staff, 2 Power Cells, Crafter's Tools or Musician's Instrument chosen for the tool proficiency above, Datapad (philosophy), Outrunner's Pack, and ₰720; or (B) ₰3,000

Disciples follow the traditions developed by legendary philosopher heroes who taught throughout the galaxy, practicing their techniques to cultivate the connection between body and soul. They amplify and channel the energy of this balance, called Essence, directing its flow through their bodies to accomplish incredible feats beyond what's naturally possible.

Essence flows through everything a Disciple does. They move with uncanny grace and speed, attack with strikes empowered by their very soul, supernaturally detect and avoid harm before it happens, shake off injury and sickness, and expand their minds and spirit.

Some Disciples gather into orders devoted to a particular philosopher hero, where they study the teachings and practice the techniques of these mythic figures with intense focus and dedication. Others intuitively find the path that expands their Essence and sharpens their soul connection. Some of these traditions have ties to greater powers and realms beyond the Stardust Rhapsody, drawing Disciples who follow them on quests to the galaxy's edge and beyond.

BECOMING A DISCIPLE

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Disciple Traits table.
- Gain the Disciple's level 1 features, which are listed in the Disciple Features table.

AS A MULTICLASS CHARACTER

- Gain the Hit Point Die trait from the Core Disciple Traits table.
- Gain the Disciple's level 1 features, which are listed in the Disciple Features table.

NEON MONK: THE DISCIPLE

Disciple is the *Neon Odyssey* expression of Monk. The adjusted features are:

- **Skill Proficiencies.** Adds Arcana and Investigation to the list of choices.
- **Balanced Guard.** Rename of Unarmored Defense.
- **Combat Tradition.** Rename of Martial Arts.
- **Channeled Essence.** Rename of Monk's Focus, and the rest of the class features refer to "Essence" instead of "Focus." Includes renames of the sub-features.
- **Soul Rejuvenation.** Rename of Uncanny Metabolism.
- **Unhindered Flow.** Rename of Unarmored Movement.
- **Centered Deflection.** Rename of Deflect Attacks, and Radiant is added to the list of damage types that can be deflected.
- **Weightless Soul.** Rename of Slow Fall.
- **Energy Disruption.** Rename of Stunning Strike.
- **Spirit Strikes.** Rename of Empowered Strikes.
- **Agile Escape.** Rename of Evasion.
- **Limitless Pathways.** Rename of Acrobatic Movement.
- **Essence Amplification.** Rename of Heightened Focus.
- **Spiritual Cleansing.** Rename of Self-Restoration.
- **Essential Deflection.** Rename of Deflect Energy.
- **Enduring Soul.** Rename of Disciplined Survivor.
- **Overflowing Essence.** Rename of Perfect Focus.
- **Unyielding Transcendence.** Rename of Superior Defense.
- **Perfect Alignment.** New feature that includes an adjusted effect of Body and Mind and adds a new benefit, Essence Absorption.

DISCIPLE CLASS FEATURES

As a Disciple, you gain the following class features when you reach the specified Disciple levels. These features are listed in the Disciple Features table.

LEVEL 1: BALANCED GUARD

Your training has honed your reflexes and sense of danger. While you aren't wearing armor or wielding a Shield, your base Armor Class equals 10 plus your Dexterity and Wisdom modifiers.

LEVEL 1: COMBAT TRADITION

Your dedication to martial tradition makes you a skilled combatant with your Unarmed Strike and Disciple weapons, which are the following:

- Simple Melee weapons
- Martial Melee weapons that have the Light property

You gain the following benefits while you are unarmed or wielding only Disciple weapons and you aren't wearing armor or wielding a Shield.

Bonus Unarmed Strike. You can make an Unarmed Strike as a Bonus Action.

Combat Tradition Die. You can roll 1d6 in place of the normal damage of your Unarmed Strike or Disciple weapons. This die changes as you gain Disciple levels, as shown in the Combat Tradition column of the Disciple Features table.

Dexterous Attacks. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage

DISCIPLE FEATURES

LEVEL	PROFICIENCY BONUS	CLASS FEATURES	COMBAT TRADITION	ESSENCE POINTS	UNHINDERED FLOW
1	+2	Balanced Guard, Combat Tradition	1d6	—	—
2	+2	Channeled Essence, Soul Rejuvenation, Unhindered Flow	1d6	2	+10 ft.
3	+2	Centered Deflection, Disciple Subclass	1d6	3	+10 ft.
4	+2	Ability Score Improvement, Weightless Soul	1d6	4	+10 ft.
5	+3	Energy Disruption, Extra Attack	1d8	5	+10 ft.
6	+3	Spirit Strikes, Subclass feature	1d8	6	+15 ft.
7	+3	Agile Escape	1d8	7	+15 ft.
8	+3	Ability Score Improvement	1d8	8	+15 ft.
9	+4	Limitless Pathways	1d8	9	+15 ft.
10	+4	Essence Amplification, Spiritual Cleansing	1d8	10	+20 ft.
11	+4	Subclass feature	1d10	11	+20 ft.
12	+4	Ability Score Improvement	1d10	12	+20 ft.
13	+5	Essential Deflection	1d10	13	+20 ft.
14	+5	Enduring Soul	1d10	14	+25 ft.
15	+5	Overflowing Essence	1d10	15	+25 ft.
16	+5	Ability Score Improvement	1d10	16	+25 ft.
17	+6	Subclass feature	1d12	17	+25 ft.
18	+6	Unyielding Transcendence	1d12	18	+30 ft.
19	+6	Epic Boon	1d12	19	+30 ft.
20	+6	Perfect Alignment	1d12	20	+30 ft.

rolls of your Unarmed Strikes and Disciple weapons. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use your Dexterity modifier instead of your Strength modifier to determine the save DC.

LEVEL 2: CHANNELED ESSENCE

Your cultivation of the connection between your body and soul allows you to channel spiritual energy within you. This energy is represented by Essence Points. Your Disciple level determines the number of points you have, as shown in the Essence Points column of the Disciple Features table.

You can expend these points to enhance or fuel certain Disciple features. You start knowing three such features: Ensouled Strikes, Flowing Step, and Measured Guard, each of which is detailed below.

When you expend an Essence Point, it is unavailable until you finish a Short or Long Rest, at the end of which you regain all your expended points.

Some features that use Essence Points require your target to make a saving throw. The save DC equals 8 plus your Wisdom modifier and Proficiency Bonus.

Ensouled Strikes. You can expend 1 Essence Point to make two Unarmed Strikes as a Bonus Action.

Flowing Step. You can take the Dash action as a Bonus Action. Alternatively, you can expend 1 Essence Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

Measured Guard. You can take the Disengage action as a Bonus Action. Alternatively, you can expend 1 Essence Point to take both the Disengage and the Dodge actions as a Bonus Action.

LEVEL 2: SOUL REJUVENATION

In times of need you can tune your body, soul, and mind to rapidly refresh. When you roll Initiative, you can regain all expended Essence Points. When you do so, roll your Combat Tradition die, and regain a number of Hit Points equal to your Disciple level plus the number rolled.

Once you use this feature, you can't use it again until you finish a Long Rest.

LEVEL 2: UNHINDERED FLOW

The flow of Essence within you quickens your steps. Your Speed increases by 10 feet while you aren't wearing armor or wielding a Shield. This bonus increases when you reach certain Disciple levels, as shown on the Disciple Features table.

LEVEL 3: CENTERED DEFLECTION

Your honed reflexes and body hardening can dampen common blows. When an attack roll hits you and its damage

includes Bludgeoning, Piercing, Radiant, or Slashing damage, you can take a Reaction to reduce the attack's total damage against you. The reduction equals 1d10 plus your Dexterity modifier and Disciple level.

If you reduce the damage to 0, you can expend 1 Essence Point to redirect some of the attack's force. If you do so, choose a creature you can see within 5 feet of yourself if the attack was a melee attack or a creature you can see within 60 feet of yourself that isn't behind Total Cover if the attack was a ranged attack. That creature must succeed on a Dexterity saving throw or take damage equal to two rolls of your Combat Tradition die plus your Dexterity modifier. The damage is the same type dealt by the attack.

LEVEL 3: DISCIPLE SUBCLASS

You gain a Disciple subclass of your choice. The Godhand and Symmetric subclasses are detailed after this class's description, and the Anomaly and Ghostframe are detailed in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Disciple levels. For the rest of your career, you gain each of your subclass's features that are of your Disciple level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Disciple levels 8, 12, and 16.

LEVEL 4: WEIGHTLESS SOUL

Your elevated spirit makes your body lighter than air. You can take a Reaction when you fall to reduce any damage you take from the fall by an amount equal to five times your Disciple level.

LEVEL 5: ENERGY DISRUPTION

Your strikes can block and disrupt the flow of energy within your foes. Once per turn when you hit a creature with a Disciple weapon or an Unarmed Strike, you can expend 1 Essence Point to disrupt the target's essential energies. The target must make a Constitution saving throw. On a failed save, the target has the Stunned condition until the start of your next turn. On a successful save, the target's Speed is halved until the start of your next turn, and the next attack roll made against the target before then has Advantage.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 6: SPIRIT STRIKES

You can now focus the energy of your soul through your strikes to attack a target's essential being. Whenever you deal damage with your Unarmed Strike, it can deal your choice of Force damage or its normal damage type.

LEVEL 7: AGILE ESCAPE

Your heightened spirit allows you to detect and evade danger. When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

You don't benefit from this feature if you have the Incapacitated condition.

LEVEL 9: LIMITLESS PATHWAYS

Your inspirited body becomes less beholden to the force of gravity. While you aren't wearing armor or wielding a Shield, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the movement.

LEVEL 10: ESSENCE AMPLIFICATION

Your control over the flow of Essence increases. Your Ensouled Strikes, Flowing Step, and Measured Guard gain the following benefits.

Ensouled Strikes. You can expend 1 Essence Point to use Ensouled Strikes and make three Unarmed Strikes with it instead of two.

Flowing Step. When you expend an Essence Point to use Flowing Step, you can choose a willing creature within 5 feet of yourself that is Large or smaller. You move the creature with you until the end of your turn. The creature's movement doesn't provoke Opportunity Attacks.

Measured Guard. When you expend an Essence Point to use Measured Guard, you gain a number of Temporary Hit Points equal to two rolls of your die.

LEVEL 10: SPIRITUAL CLEANSING

By channeling your soul throughout your body and mind, you can remove one of the following conditions from yourself at the end of each of your turns: Charmed, Frightened, or Poisoned.

In addition, forgoing food and drink doesn't give you levels of Exhaustion.

LEVEL 13: ESSENTIAL DEFLECTION

Your control over your spirit is controlled enough to shield you from all harmful energies. You can now use your Centered Deflection feature against attacks that deal any damage type, not just Bludgeoning, Piercing, Radiant, or Slashing.

LEVEL 14: ENDURING SOUL

Your refined balance of body, mind, and soul grant you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can expend 1 Essence Point to reroll it, and you must use the new roll.

LEVEL 15: OVERFLOWING ESSENCE

Your soul overflows with replenishing Essence. When you roll Initiative and don't use Soul Rejuvenation, you regain expended Essence Points until you have 4 if you have 3 or fewer.

LEVEL 18: UNYIELDING TRANSCENDENCE

Your soul briefly transcends and flows through every fiber of your being. At the start of your turn, you can expend 3 Essence Points to assume this state for 1 minute or until you have the Incapacitated condition. During that time, you have Resistance to all damage except Force damage.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

LEVEL 20: PERFECT ALIGNMENT

You have perfected the union between your body and soul.

Essence Absorption. When you reduce an attack's damage to 0 with Centered Deflection, or when you succeed on a saving throw, you regain 1 Essence Point. You can't use this benefit again until the start of your next turn.

Unified Being. Your Dexterity and Wisdom scores increase by 4, to a maximum of 30.

Godhand Disciple

DISCIPLE SUBCLASSES

A Disciple subclass is a specialization that grants you features at certain Disciple levels, as specified in the subclass. This section presents the Godhand and Symmetric subclasses. The Anomaly and Ghostframe subclasses appear in the *Overdrive Expansion*.

GODHAND

Wield Divine Might as a Hand of the Heavens

Godhands hold the power of the stars, gifted to them by the gods of Agathos or their divine vassals. Their souls are infused with divine starlight that they unleash through their hands, often focused through a blessed gauntlet, glyph, or other holy adornment. Most of these Disciples serve the will of their patron deity, striving to embody the god's sacred tenets both on and off the battlefield.

LEVEL 3: STAR GAUNTLET

You receive the light of a god of Agathos that you can channel through a Star Gauntlet. You decide if your Star Gauntlet is a physical object such as a glove, gauntlet, or jewelry, or if it's a radiant infusion visible on your hand. Whenever you make an Unarmed Strike, you can instead unleash a radiant blast of light as a ranged attack with a range of 60 feet. On a hit, the target takes Radiant damage equal to one roll of your Combat Tradition die plus your Dexterity modifier.

If your Star Gauntlet is a physical object, you can create a new one by meditating for 1 hour, which can be done during a rest. You can also create a new gauntlet instantly when you use your Soul Rejuvenation feature. When you create a new gauntlet, the old one vanishes in a flash of light.

LEVEL 3: DIVINE RESONANCE

Your soul resonates with one of the godly triads of Agathos. You gain proficiency in the Religion skill (or another skill of your choice if you already have it), and you know the *Thaumaturgy* cantrip. If you already know it, you learn a different cantrip of your choice from the Oracle spell list. Wisdom is your spellcasting ability for it.

Additionally, when you gain this feature, choose one of the triads on the Triad Affinity table. Once per turn, when you hit a creature with an Unarmed Strike or with the radiant blast of your Star Gauntlet feature, you can apply the resonance effect associated with your chosen triad.

TRIAD AFFINITY

TRIAD	RESONANCE
Beacon	The next attack roll that misses the target before the end of your next turn adds 1d4 to the total, potentially causing it to hit.
Chronicle	You can push the target up to 10 feet away from you.
Fountain	The next time the target deals damage before the start of your next turn, reduce the damage by one roll of your Combat Tradition die.
Tower	The target has Disadvantage on the next attack roll it makes before the end of your next turn.

LEVEL 6: ASTRAL RADIANCE

The godly radiance of the stars grows brighter, granting you the following benefits.

Astral Wave. As a Magic action, you can expend 2 Essence Points to unleash a wave of crackling stellar brilliance in a 60-foot Line that is 10 feet wide. Each creature in the Line must make a Dexterity saving throw. On a failed save, a creature takes Radiant damage equal to three rolls of your Combat Tradition die. On a successful save, a creature takes half as much damage.

Emissary of the Gods. You have Resistance to Radiant damage.

Godhand's Reach. The range of your radiant blasts from your Star Gauntlet feature increases to 120 feet.

LEVEL 11: STELLAR FLASH

You can briefly transform into a being of divine starlight. When you take the Dash action, until the end of the turn, you can spend 10 feet of movement to teleport to an unoccupied space you can see within 10 feet of yourself.

Symmetric Disciple

In addition, if you expend 1 Essence Point to use your Flowing Step to take the Dash action, the range up to which you can teleport increases to your Speed, and you spend an amount of movement equal to the distance you teleport. If you do, you unleash a flash of Dim Light in a 30-foot Emanation originating from your destination space. You can apply your Divine Resonance to each creature of your choice in the Emanation.

LEVEL 17: HAND OF GOD

You are the hand of the gods and can unleash the brilliant might of Agathos. As a Magic action, you can expend 3 Essence Points to flare with stellar radiance for 1 minute, until you have the Incapacitated condition, or until you end your turn in an area of Darkness created by level 5+ spell. While flaring, you gain the following benefits.

Blazing Hand. Once on each of your turns when you hit a target with an attack roll using an Unarmed Strike, the radiant blast of your Star Gauntlet feature, or a Disciple weapon, the target takes extra Radiant damage equal to one roll of your Combat Tradition die.

Corona. You shed Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. For the duration, at the start of each of your turns, you can apply your Divine Resonance to one creature of your choice within the Bright Light.

Soul of Stars. You can use your Ensouled Strikes without expending any Essence Points.

SYMMETRIC

Channel Life and Death in Perfect Balance

While the Harmony flows through all living things, the souls of Symmetrics overflow with its vital and somber energies. They channel the forces of life and death through body, mind, spirit, and blade. Most of these Disciples seek to bring balance to the galaxy, but some devote themselves to a single aspect of the Harmony, becoming either a giver of life or a bringer of death.

LEVEL 3: HARMONY'S BALANCE

Your connection to the Harmony shifts between its natural aspects—the flourishing and lifegiving Vital Harmony, and the fading and deathly Somber Harmony. When you finish a Long Rest, your balance shifts toward one of these aspects of your choice.

Once per turn, when you restore Hit Points to a creature, you can shift your balance to Vital, and when you deal Necrotic damage to a creature, you can shift your balance to Somber.

Vital. While your balance is Vital, you have Resistance to Necrotic damage and Advantage on Constitution saving throws. Additionally, you can expend 2 Essence Points to cast *Lesser Restoration* without a spell slot.

Somber. While your balance is Somber, you have Resistance to Radiant damage and Advantage on Initiative rolls. Additionally, you can expend 2 Essence Points to cast *Hold Person* without a spell slot.

LEVEL 3: HARMONIC WEAPON

As part of a Short or Long Rest, you can create a Combat Staff or two Sabers (your choice) that lack the Powered property. The striking ends or blades of the weapons are made of crystal and channel your balanced energies. You can activate their mastery properties. The weapons vanish if you create more or if you die.

Whenever you can make an Unarmed Strike as part of a Bonus Action, you can make an attack with one of the weapons instead. Whenever you hit with one of the weapons, you can cause it to deal Necrotic or Radiant damage instead of the normal damage type.

LEVEL 3: LIFEFORCE CONTROL

Once per turn when you activate one of your Channeled Essence options using an Essence Point, you can activate one of the following effects of your choice:

REDIRECT VITALITY. One creature you can see within 30 feet of yourself (you can target yourself) regains a number of Hit Points equal to one roll of your Combat Tradition die.

SOMBER CULL. The next creature you hit with an attack roll before the end of your next turn takes extra Necrotic damage equal to one roll of your Combat Tradition die.

LEVEL 6: FEAR AND WISDOM

You can reach out through the Harmony to close the distance to your foes or influence the minds of others.

Whirling Force. Your Harmonic Weapons gain the Thrown property with a normal range of 60 feet and a long range of 120 feet. An enemy within 5 feet of you doesn't impose Disadvantage on the attack roll when you throw the weapon, and the weapon returns to your hand immediately after the attack hits or misses.

Harmonious Revelation. As a Magic action, you can expend 3 Essence Points to create one of the following effects of your choice, then shift your balance to the corresponding aspect if it isn't already.

VITAL: MIND TOUCH. You cast *Suggestion* without a spell slot. If the target isn't currently fighting you or your allies, it has Disadvantage on the saving throw.

SOMBER: INEVITABLE END. You cast *Fear* without a spell slot. A Bloodied creature has Disadvantage on saving throws against the spell.

LEVEL 11: PATH OF LIFE AND DEATH

You can feel the Harmony's flow moving throughout the galaxy, and you follow where it leads. When you use your Flowing Step, you gain a Fly Speed equal to your Speed until the start of your next turn. If you use Flowing Step at the start of that turn, you don't fall.

If you activate Flowing Step using an Essence Point, until the end of the turn, you also increase your Speed by 20 feet, and when you move within 5 feet of a creature, you can impart Harmony energies into it. Choose one of the effects below and shift your balance to the corresponding aspect if it isn't already. A creature can be affected only once per turn.

VITAL. The creature regains Hit Points equal to one roll of your Combat Tradition die.

SOMBER. The creature takes Necrotic damage equal to one roll of your Combat Tradition die.

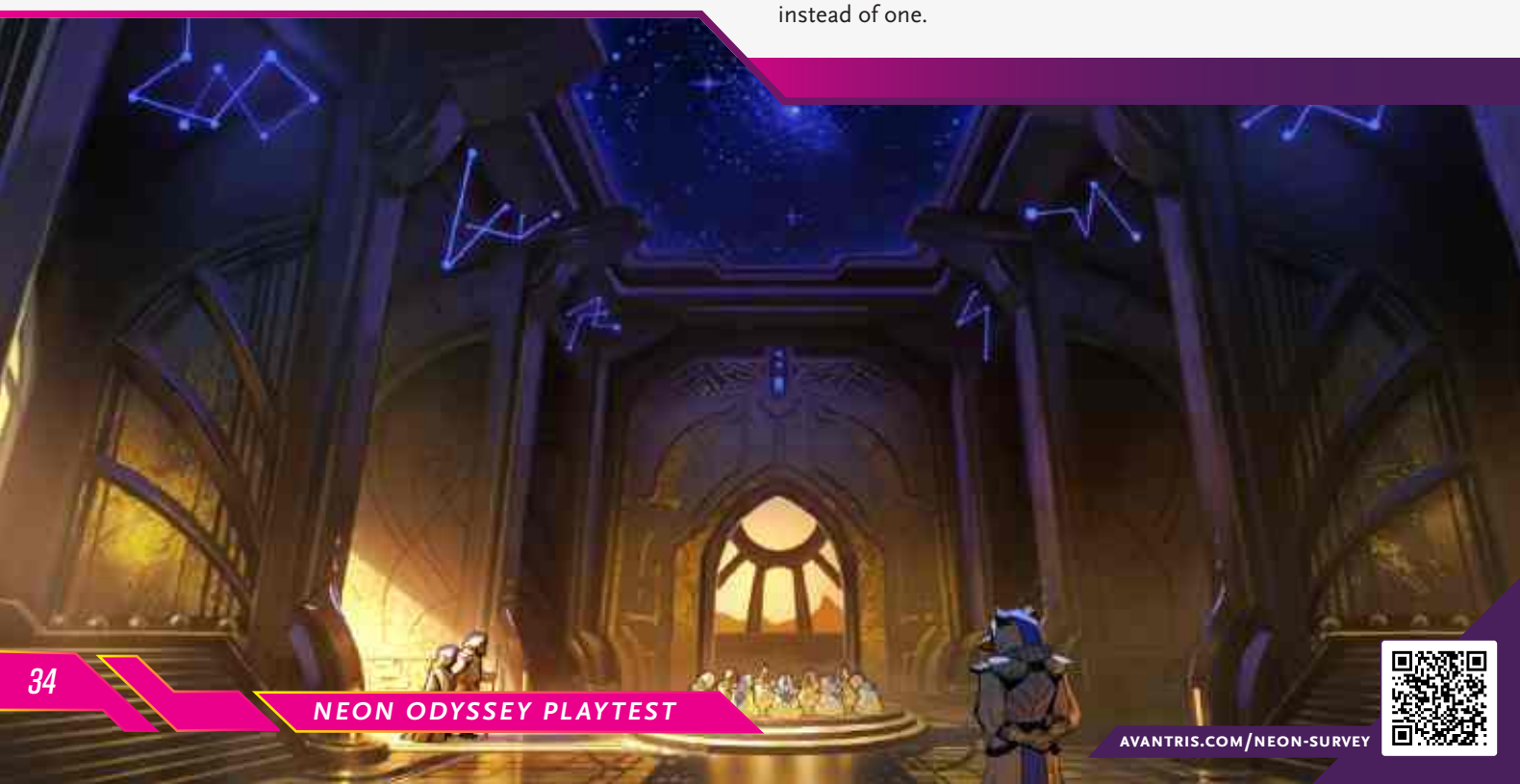
LEVEL 17: ONE WITH THE HARMONY

You have achieved unification with the Harmony, granting you the following benefits.

Prescient Balance. When you roll Initiative, before the roll, you can choose your balance aspect.

Harmonic Realignment. When you take Necrotic damage, Radiant damage, or make a Constitution saving throw, you can take a Reaction to choose your balance aspect.

Leveled Scales. On your turn, you can expend 1 Essence Point to enter a state of pure balance for 1 minute (no action required). For the duration, when you use Lifeforce Control or Path of Balance, you activate both Vital and Somber options of those features instead of choosing one, and your Lifeforce Control options make two rolls of your Combat Tradition die instead of one.



CLASS

ENFORCER

A Resolute Champion Empowered by a Guiding Code

CORE ENFORCER TRAITS

Primary Ability	Strength and Charisma
Hit Point Die	D10 per Enforcer level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	*Choose 2:* Athletics, Insight, Intimidation, Medicine, Persuasion, Religion, or Technology
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	*Choose A or B:* (A) Heavy Armor, Shield, Combat Sword, Shotgun, Power Cell, 20 Shells, Magazine, Cosmic Symbol or Hypertech Component Pack, Outrunner's Pack and ₰210; or (B) ₰9,000

Enforcers are warriors defined by personal codes that they uphold with such unyielding conviction that they become imbued with cosmic power. They wield this transcendent might to rally their allies and subdue their enemies, serving as vanguards and guardians of their cherished ideals. Every combat technique, spell, and cosmic empowerment that they master serves the enforcement of their code, allowing them to make their principles manifest across the Stardust Rhapsody.

Every Enforcer unlocks their defining power in a single monumental moment that changes their life forever. It could be a glorious stand against overwhelming odds, a stunning discovery at the end of a relentless pursuit, or even a quiet, personal sacrifice made in service of their deepest conviction. Whatever form it takes, this moment of dedication draws the attention of the cosmos, and they are forever changed as Enforcers of their chosen code.

This new purpose leads Enforcers to seek out places where their devotional code has been corrupted or forsaken. Some wander the galaxy as lone avengers, while others find strength in the fellowship of like-minded crews, orders, or movements. Whether standing alone or shoulder-to-shoulder with allies, all Enforcers are relentlessly driven to see their code upheld.

BECOMING AN ENFORCER

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Enforcer Traits table.
- Gain the Enforcer's level 1 features, which are listed in the Enforcer Features table.

NEON PALADIN: THE ENFORCER

Enforcer is the Neon Odyssey expression of Paladin. The adjusted features are:

- **Skill Proficiencies.** Adds Technology to the list of choices.
- **Invigorate.** Rename of Lay On Hands.
- **Cosmic Judgment.** Rename of Paladin's Smite.
- **Cosmic Conduit.** Rename of Channel Divinity.
- **Relentless Ride.** Rename of Faithful Steed and grants a new spell, *Summon Ride*.
- **Zone of Safety.** Rename of Aura of Protection.
- **Threat Suppression.** Rename of Abjure Foes.
- **Fearless Conviction.** Rename of Aura of Courage.
- **Cosmic Wrath.** Rename of Radiant Strikes.
- **Corrective Hand.** Rename of Restoring Touch.
- **Expanded Dominion.** Rename of Aura Expansion.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Enforcer Traits table: Hit Point Die; proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Enforcer's level 1 features, which are listed in the Enforcer Features table. See the multiclassing rules in the *D&D Beyond Basic Rules* to determine your available spell slots, adding half your Enforcer levels (round up).

ENFORCER CLASS FEATURES

As an Enforcer, you gain the following class features when you reach the specified Enforcer levels. These features are listed in the Enforcer Features table.

LEVEL 1: INVIGORATE

Your cosmic resolve empowers your touch to rally and restore your allies. You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total number of Hit Points equal to five times your Enforcer level.

As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool.

You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature.

LEVEL 1: SPELLCASTING

You have learned to cast spells through your cosmic code or by using hypertech. See the *D&D Beyond Basic Rules* for the rules on spellcasting. The information below details how you use those rules with Enforcer spells, which appear in the Enforcer spell list later in the class's description.

Spell Slots. The Enforcer Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Enforcer spells. *Heroism* and *Searing Smite* are recommended.

Enforcer Features

Level	Proficiency Bonus	Class Features	Cosmic Conduit	Prepared Spells	Spell Slots per Spell Level				
					1	2	3	4	5
1	+2	Invigorate, Spellcasting, Weapon Mastery	—	2	2	—	—	—	—
2	+2	Cosmic Judgment, Fighting Style	—	3	2	—	—	—	—
3	+2	Cosmic Conduit, Enforcer Subclass	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	2	5	3	—	—	—	—
5	+3	Extra Attack, Relentless Ride	2	6	4	2	—	—	—
6	+3	Zone of Safety	2	6	4	2	—	—	—
7	+3	Subclass feature	2	7	4	3	—	—	—
8	+3	Ability Score Improvement	2	7	4	3	—	—	—
9	+4	Threat Suppression	2	9	4	3	2	—	—
10	+4	Fearless Conviction	2	9	4	3	2	—	—
11	+4	Cosmic Wrath	3	10	4	3	3	—	—
12	+4	Ability Score Improvement	3	10	4	3	3	—	—
13	+5	—	3	11	4	3	3	1	—
14	+5	Corrective Hand	3	11	4	3	3	1	—
15	+5	Subclass feature	3	12	4	3	3	2	—
16	+5	Ability Score Improvement	3	12	4	3	3	2	—
17	+6	—	3	14	4	3	3	3	1
18	+6	Expanded Dominion	3	14	4	3	3	3	1
19	+6	Epic Boon	3	15	4	3	3	3	2
20	+6	Subclass feature	3	15	4	3	3	3	2

The number of spells on your list increases as you gain Enforcer levels, as shown in the Prepared Spells column of the Enforcer Features table. Whenever that number increases, choose additional Enforcer spells until the number of spells on your list matches the number in the Enforcer Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Enforcer, your list of prepared spells can include six Enforcer spells of level 1 or 2 in any combination.

If another Enforcer feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Enforcer spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can replace one spell on your list with another Enforcer spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Enforcer spells.

Spellcasting Focus. You can use a Cosmic Symbol or a Hypertech Component Pack as a Spellcasting Focus for your Enforcer spells.

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Combat Swords and Heavy Laser Pistols.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Power Glaives and Mag Flails.

Level 2: Cosmic Judgment

You are empowered to strike down those who threaten your code. You always have the *Cosmic Smite* (*Divine Smite*) spell prepared. In addition, you can cast it without expending a spell slot, but you must finish a Long Rest before you can cast it in this way again.

Level 2: Fighting Style

You gain a Fighting Style feat of your choice (see the *D&D Beyond Basic Rules* for these feats). Instead of choosing one of those feats, you can choose the option below.

Cosmic Adjudicator. You learn two Oracle cantrips of your choice (see the Oracle class's section for a list of Oracle spells). *Guidance* and *Sacred Flame* are recommended. The chosen cantrips count as Enforcer spells for you, and Charisma is your spellcasting ability for them. Whenever you gain an Enforcer level, you can replace one of these cantrips with another Oracle cantrip.

LEVEL 3: COSMIC CONDUIT

Your conviction to your code has drawn the notice of the cosmos, allowing you to channel it to enact magical effects. You start with one such effect: Vigilance, which is described below. Other Enforcer features give additional Cosmic Conduit effect options. Each time you use this class's Cosmic Conduit, you choose which effect from this class to create.

You can use this class's Cosmic Conduit twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain an additional use when you reach Enforcer level 11.

If a Cosmic Conduit effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Vigilance. Your connection to the cosmos makes you sensitive to intrusions from beyond the material galaxy. As a Bonus Action, you can open your awareness to detect Aberrations, Celestials, Constructs, Fey, Fiends, and Undead. For the next 10 minutes or until you have the Incapacitated condition, you know the location of any creature of those types within 60 feet of yourself, and you know its creature type. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *Hallow* spell.

LEVEL 3: ENFORCER SUBCLASS

You gain an Enforcer subclass of your choice. The Cyberguard and Renegade subclasses are detailed after this class's description, and the Arbiter and Supersprite subclasses appear in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Enforcer levels. For the rest of your career, you gain each of your subclass's features that are of your Enforcer level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Enforcer levels 8, 12, and 16.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 5: RELENTLESS RIDE

You always have the means to pursue the enforcement of your code. You always have the *Summon Ride* spell prepared.

You can also cast the spell once without expending a spell slot, and you regain the ability to do so when you finish a Long Rest.

LEVEL 6: ZONE OF SAFETY

The cosmos protects you and your allies. You radiate a protective, unseeable aura in a 10-foot Emanation that originates from you. The aura is inactive while you have the Incapacitated condition.

You and your allies in the aura gain a bonus to saving throws equal to your Charisma modifier (minimum bonus of +1).

If another Enforcer is present, a creature can benefit from only one Zone of Safety at a time; the creature chooses which aura while in them.

LEVEL 9: THREAT SUPPRESSION

As a vanguard of your code, you have the means to subdue threats to your code. As a Magic action, you can expend one use of this class's Cosmic Conduit to overwhelm your foes. As you present your Cosmic Symbol or weapon, you can target a number of creatures equal to your Charisma modifier (minimum of one creature) that you can see within 60 feet of yourself. Each target must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute or until it takes any damage. While Frightened in this way, a target can do only one of the following on its turns: move, take an action, or take a Bonus Action.

LEVEL 10: FEARLESS CONVICTION

Your resolve to enforce your code becomes firm and fearless. You and your allies have Immunity to the Frightened condition while in your Zone of Safety. If a Frightened ally enters the aura, that condition has no effect on that ally while there.

LEVEL 11: COSMIC WRATH

The authority of the cosmos suffuses you and your strikes. When you hit a target with an attack roll using a Melee weapon or an Unarmed Strike, the target takes an extra 1d8 Radiant damage.

LEVEL 14: CORRECTIVE HAND

You are a hand of the cosmos and can pass your unstoppable conviction to your allies. When you use Invigorate on a creature, you can also remove one or more of the following conditions from the creature: Blinded, Charmed, Deafened, Frightened, Paralyzed, or Stunned. You must expend 5 Hit Points from the healing pool of Invigorate for each of these conditions you remove; those points don't also restore Hit Points to the creature.

LEVEL 18: EXPANDED DOMINION

The reach of your code increases. Your Zone of Safety is now a 30-foot Emanation.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. Boon of Truesight is recommended.

ENFORCER SPELL LIST

This section presents the Enforcer spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component. Spells marked with a appear in the Spells section of this playtest.

Some spells are given a suggested name to better fit the setting and this class. The standard spell name is given in parentheses.

LEVEL 1 ENFORCER SPELLS

SPELL	SCHOOL	SPECIAL
Bolster (Bless)	Enchantment	C, M
Cage Match	Enchantment	C
Command	Enchantment	—
Cosmic Awareness (Detect Evil and Good)	Divination	C
Cosmic Barrier (Protection from Evil and Good)	Abjuration	C, M
Cosmic Fervor (Divine Favor)	Transmutation	—
Cosmic Smite (Divine Smite)	Evocation	—
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R
Heroism	Enchantment	C
Purify Food and Drink	Transmutation	R
Searing Smite	Evocation	—
Shield of Conviction (Shield of Faith)	Abjuration	C
Shockwave Smite	Evocation	—
Terrifying Smite	Illusion	—

LEVEL 2 ENFORCER SPELLS

SPELL	SCHOOL	SPECIAL
Aid	Abjuration	—
Gentle Repose	Necromancy	R, M
Harmonic Bond	Abjuration	—
Lesser Restoration	Abjuration	—
Locate Object	Divination	C
Magic Weapon	Transmutation	—
Protection from Poison	Abjuration	—
Relentless Ride	Conjuration	—
Shining Smite	Transmutation	C
Vigilant Care (Prayer of Healing)	Abjuration	—
Warding Bond	Abjuration	M
Zone of Truth	Enchantment	—

LEVEL 3 ENFORCER SPELLS

SPELL	SCHOOL	SPECIAL
Anchoring Smite	Evocation	—
Aura of Harmony	Abjuration	C
Create Food and Water	Conjuration	—
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Energized Weapon	Transmutation	C
Gravity Well	Transmutation	C
Magic Circle	Abjuration	M
Remove Curse	Abjuration	—
Revivify	Necromancy	M

LEVEL 4 ENFORCER SPELLS

SPELL	SCHOOL	SPECIAL
Aura of Aether	Abjuration	C
Aura of Life	Abjuration	C
Banishment	Abjuration	C
Death Ward	Abjuration	—
Debilitating Smite	Enchantment	—
Locate Creature	Divination	C

LEVEL 5 ENFORCER SPELLS

SPELL	SCHOOL	SPECIAL
Concussive Wave	Evocation	—
Dispel Evil and Good	Abjuration	C
Focus Zone	Abjuration	C
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Raise Dead	Necromancy	M
Stasis Smite	Conjuration	C
Summon Emissary	Conjuration	C, M

ENFORCER SUBCLASSES

An Enforcer subclass is a specialization that grants you features at certain Enforcer levels, as specified in the subclass. This section presents the Cyberguard and Renegade subclasses. The Arbiter and Supersprite subclasses appear in the *Overdrive Expansion*.

Each of these subclasses represents a code of behavior, a body of tenets that an Enforcer begins following upon first joining the class. The code is finalized at level 3, when the Enforcer fully comes to understand what their code demands of them and how it empowers them in return. Some Enforcers don't view themselves as true members of the class until level 3 and have internalized their code. For others, achieving powers from the code is simply a formality punctuating who and what they always were.

CYBERGUARD

Uphold Justice and Order with Cybernetic Might

Cyberguards are Enforcers who turn their bodies into instruments of justice through cutting-edge cybernetics, upholding that technology is the greatest equalizer. With augmented senses, enhanced mobility, and integrated systems for tactical shielding and precision targeting, they stand as living bulwarks against those who prey on the innocent. Some cyberguards seek to uphold law and order as members of government or security forces, but many operate as independent guardians asserting justice through cybernetic superiority.

LEVEL 3: CYBERGUARD SPELLS

You are upgraded with magical cybernetics. When you reach an Enforcer level specified in the Cyberguard Spells table, you thereafter always have the listed spells prepared.

CYBERGUARD SPELLS

ENFORCER LEVEL	SPELLS
3	*Command*, *Shield*
5	*Hold Person*, *Knock*
9	*Counterspell*, *Firewall*
13	*Arcane Eye*, *Locate Creature*
17	*Hold Monster*, *Stasis Smite*

LEVEL 3: PEACEKEEPER

You have an integrated firearm targeting system equipped with augments to subdue your foes. When you take the Attack action, you can expend one use of your Cosmic Conduit to imbue one Ranged weapon that you are holding with the conviction of your code. For 10 minutes or until you use this feature again, you ignore Half Cover, and you can cast *Cosmic Smite* as a Bonus Action immediately after you hit a target with a Ranged weapon. When you do so, the target must succeed on a Constitution saving throw or have the Restrained condition for 1 minute. At the end of each of its turns, it repeats the save, ending the condition on itself on a success.

LEVEL 3: TACTICAL CYBERNETICS

Your cybernetic enhancements give you an edge in the pursuit of justice. You gain a set of Engineer's Tools and you have proficiency with them, and you choose two cybernetic systems from the list below with which you enhance your body. When you finish a Long Rest, you can use Engineer's Tools to change one implant to a different one.

Dermal-Fused Armor. You have your armor integrated into your body. This armor is part of you, and it can't be doffed except with surgery.

In addition, when you use Invigorate to target another creature, you can regain half as many Hit Points (rounded down).

Optical Scanner. Scanner implants boost your senses. You gain Darkvision with a range of 60 feet, and you have Advantage on Intelligence (Investigation) and Wisdom (Perception) checks.

Pursuit Chassis. Your legs are enhanced for high-speed chases. As a Bonus Action, you can take the Dash action, and your jump distance is doubled until the end of your turn.

Vox Amplifier. This vocal implant allows you to increase the volume of your voice beyond its normal range. When you speak, you can choose to do so through the amplifier to make your voice audible to a range of 300 feet. Additionally, you can cast *Command* once without a spell slot, and you regain the ability to do so when you finish a Long Rest.

When you cast *Command*, a target has Disadvantage on the saving throw against the spell.

Cyberguard Enforcer

LEVEL 7: BALLISTIC SHIELDING

You emit a technological field that deflects incoming gunfire. When you or your allies within your Zone of Safety take damage from a ranged attack, reduce the damage taken by 3. The reduction increases by 1 when you reach Enforcer levels 9 (reduce by 4), 13 (reduce by 5), and 17 (reduce by 6).

LEVEL 15: FULL-SYSTEM UPGRADE

You replace more of your flesh with cybernetics. You enhance your body with all four Tactical Cybernetics implants at once.

In addition, your optics are fitted with enhanced targeting sensors. While your Peacekeeper is active, you gain Advantage on attack rolls against creatures that dealt damage to you or an ally since the end of your last turn.

LEVEL 20: MORE MACHINE THAN MORTAL

Your cybernetic implants go into overdrive, temporarily overwriting your organics with machinery and unlocking an array of powerful protocols. As a Bonus Action, you gain the benefits below for 10 minutes. Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Body Reforged. Your creature type is Construct.

Disruptor Pulse. When you cast *Cosmic Smite*, the target has the Blinded and Deafened conditions until the start of your next turn.

Multi-Target Array. When you hit a target with a Ranged weapon, you can take a Reaction to make one attack with a Ranged weapon against another target within range.

Threat Simulator. This advanced piece of hardware constantly runs simulations and threat assessments. Enemies can't gain Advantage on attack rolls against you, and you ignore Disadvantage on attack rolls and saving throws you make.

RENEGADE

Break the Rules to Smash the Corrupt

Renegades are Enforcers who take justice into their own hands when the system fails, enforcing their code with fists, fury, and whatever is in reach. Having little patience for honor, procedure, or authority, they fight dirty to smash corrupt individuals and power structures that would abuse the defenseless. Some Renegades protect the streets they call home, while others wander from city to city, brutally beating down those who would try to subjugate or terrorize the powerless.

LEVEL 3: DIRTY FIGHTING

You don't care about honorable fighting, doing what you need to gain the edge on your enemies. You gain the following benefits.

Low Blow. When you hit with an Unarmed Strike or an improvised weapon, you can activate the Push or Sap mastery property with it, in addition to a different mastery property you're using with it.

Rowdy Defense. While you aren't wearing any armor, your base Armor Class equals 10 plus your Dexterity and Charisma modifiers. You can use a Shield and still gain this benefit.

Renegade Enforcer

Street Brawler. You have proficiency with improvised weapons, and you can roll 1d6 instead of the normal damage of your Unarmed Strike or improvised weapons. This die increases when you reach Enforcer levels 5 (1d8), 11 (1d10), and 17 (1d12).

LEVEL 3: RENEGADE SPELLS

The cosmic magic of your code helps you unleash a furious beatdown. When you reach an Enforcer level specified in the Renegade Spells table, you thereafter always have the listed spells prepared.

RENEGADE SPELLS

ENFORCER LEVEL	SPELLS
3	*Hellish Rebuke*, *Searing Smite*
5	*Meta Vitality*, *Shatter*
9	*Energized Weapon*, *Haste*
13	*Fire Shield*, *Stoneskin*
17	*Concussive Wave*, *Hardlight Strikes*

LEVEL 3: RAGE OF THE STREETS

You solve your problems with fists and fury. As a Bonus Action, you can expend one use of your Cosmic Conduit to fill yourself with fury for 1 minute. When you activate this feature, and as a Bonus Action on your subsequent turns for the duration, you can make one attack with an Unarmed Strike or an improvised weapon.

LEVEL 7: BEATDOWN

You smash the corrupt and keep them down. When an enemy moves to within 5 feet of you, or you move to within 5 feet of an enemy, you can take a Reaction to try and knock the creature over. The target must succeed on a Strength saving throw (DC 8 plus your Proficiency Bonus and Strength modifier) or have the Prone condition.

LEVEL 15: TOUGH AS NAILS

You can take just as much punishment as you dish out. While your Rage of the Streets is active, you have Resistance to Bludgeoning, Piercing, and Slashing damage, and damage can't break your Concentration.

LEVEL 20: URBAN LEGEND

You become a vigilante feared by the corrupt across the galaxy. When you activate your Rage of the Streets, you can also embody the unbridled force of the legend surrounding your exploits. You gain the benefits below for the duration of Rage of the Streets. Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Combo Breaker. You can now make two attacks with an Unarmed Strike or an improvised weapon as a Bonus Action.

Shrug It Off. You gain Resistance to two damage types of your choice.

Street Runner. Your Speed is doubled.

CLASS

ESPER

An Awakened Conduit of Unbound Psionic Power

CORE ESPER TRAITS

Primary Ability	*Choose 1:* Intelligence or Charisma
Hit Point Die	D6 per Esper level
Saving Throw Proficiencies	Constitution and your Primary Ability
Skill Proficiencies	*Choose 2:* Arcana, Deception, History, Insight, Intimidation, Investigation, or Persuasion
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	*Choose A or B:* (A) Combat Knife, Light Laser Pistol, 2 Power Cells, Occult Focus (crystal), Outrunner's Pack, and ₰720; or (B) ₰3,000

Espers possess awakened minds that push beyond the limits of the possible to harness the waves of psychic force that flow through the Stardust Rhapsody. This innate potential allows them to perform psionic magic that they mentally shape to their will. Once their power unlocks, Espers can manipulate the material world with a mere thought, infiltrate the minds of those around them, and achieve the seemingly impossible with their Psi.

They are typically born with a gift for psionics, which may manifest slowly over time or erupt in a single mind-altering moment. Whether their Psi is honed through rigorous training or they have an innate knack with psychic powers, their minds are destined to blossom into something more powerful than the limitations imposed by reality itself.

An Esper can arise anywhere in the galaxy, with little rhyme or reason to their homeworld, social standing, or species. The mysterious nature of their awakening, combined with the immense power of psionics, leads some Espers to isolate themselves for fear of losing control and accidentally harming others. Most, however, embrace their psychic potential in service to the communities they call home.

BECOMING AN ESPER

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Esper Traits table.
- Gain the Esper's level 1 features, which are listed in the Esper Features table.

AS A MULTICLASS CHARACTER

- Gain the Hit Point Die from the Core Esper Traits table.
- Gain the Esper's level 1 features, which are listed in the Esper Features table. See the multiclassing rules in the *D&D Beyond Basic Rules* to determine your available spell slots, adding all your Esper levels.

ESPER CLASS FEATURES

As an Esper, you gain the following class features when you reach the specified Esper levels. These features are listed in the Esper Features table.

NEON SORCERER: THE ESPER

Esper is the *Neon Odyssey* expression of Sorcerer. The adjusted features are:

- **Skill Proficiencies.** Adds History and Investigation to the list of choices and removes Religion from it.
- **Spellcasting.** The Esper chooses Intelligence or Charisma as its spellcasting ability, which determines its Primary Ability and Saving Throw Proficiencies. Its Psychic Manifestation feature replaces Spellcasting Focus.
- **Psychic Talent.** New feature that gives the Esper telepathy and the use of the *Mage Hand* cantrip.
- **Unbound Psyche.** Rename of Innate Sorcery.
- **Psionic Wellspring.** Rename of Font of Magic, and it renames Sorcery Points as Psi Points (as do other features that rely on them).
- **Psi Shaping.** Rename of Metamagic. The options have also been renamed.
- **Mental Recovery.** Rename of Sorcerous Restoration.
- **Awakened Mind.** Rename of Sorcery Incarnate.
- **Infinite Psyche.** New feature that includes the effect of Arcane Apotheosis and adds a new benefit, Psionic Omnipresence.

LEVEL 1: SPELLCASTING

Focusing your psionic power, you can mentally alter reality to cast spells. See the *D&D Beyond Basic Rules* for the rules on spellcasting. The information below details how you use those rules with Esper spells, which appear in the Esper spell list later in the class's description.

Spellcasting Ability. Intelligence or Charisma is your spellcasting ability for your Esper spells, chosen as your Primary Ability (see the Core Esper Traits table) when you first select this class. Intelligence represents shaping your magic with mental acuity, while Charisma represents your mind creating magic through sheer psychic presence.

Cantrips. You know four Esper cantrips of your choice. *Befriend*, *Prestidigitation*, *Psychic Needle*, and *Sorcerous Burst* are recommended. Whenever you gain an Esper level, you can replace one of your cantrips from this feature with another Esper cantrip of your choice.

When you reach Esper levels 4 and 10, you learn another Esper cantrip of your choice, as shown in the Cantrips column of the Esper Features table.

Spell Slots. The Esper Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Esper spells. *Detect Magic* and *Magic Missile* are recommended.

The number of spells on your list increases as you gain Esper levels, as shown in the Prepared Spells column of the Esper Features table. Whenever that number increases, choose additional Esper spells until the number of spells on your list matches the number in the Esper Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Esper, your list of prepared spells can include six Esper spells of level 1 or 2 in any combination.

Esper Features

Level	Proficiency Bonus	Class Features	Psi Points	Cantrips	Prepared Spells	Spell Slots per Spell Level								
						1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Psychic Talent, Unbound Psyche	—	4	2	2	—	—	—	—	—	—	—	—
2	+2	Psionic Wellspring, Psi Shaping	2	4	4	3	—	—	—	—	—	—	—	—
3	+2	Esper Subclass	3	4	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	5	7	4	3	—	—	—	—	—	—	—
5	+3	Mental Recovery	5	5	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	6	5	10	4	3	3	—	—	—	—	—	—
7	+3	Awakened Mind	7	5	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	8	5	12	4	3	3	2	—	—	—	—	—
9	+4	—	9	5	14	4	3	3	3	1	—	—	—	—
10	+4	Psi Shaping	10	6	15	4	3	3	3	2	—	—	—	—
11	+4	—	11	6	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	12	6	16	4	3	3	3	2	1	—	—	—
13	+5	—	13	6	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	14	6	17	4	3	3	3	2	1	1	—	—
15	+5	—	15	6	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	16	6	18	4	3	3	3	2	1	1	1	—
17	+6	Psi Shaping	17	6	19	4	3	3	3	2	1	1	1	1
18	+6	Subclass feature	18	6	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	19	6	21	4	3	3	3	3	2	1	1	1
20	+6	Infinite Psyche	20	6	22	4	3	3	3	3	2	2	1	1

If another Esper feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Esper spells for you.

Changing Your Prepared Spells. Whenever you gain an Esper level, you can replace one spell on your list with another Esper spell for which you have spell slots.

Psychic Manifestation. You can use an Occult Focus as a Spellcasting Focus for your Esper spells. Alternatively, when you cast an Esper spell, you can forego the spell's Verbal, Somatic, or Material components, except Material components that are consumed by the spell or have a cost specified in the spell. If you do, you must replace each ignored component with a manifestation shown below. If you can't create a manifestation (such as trying to create a sound in a *Silence* spell,) the spell fails. Choose from the provided examples or create your own. Creatures that observe these manifestations can discern that you are casting a spell. The manifestations last only a few seconds, then fade. If the manifestation creates a physical phenomenon, such as a crack in glass, the effect remains but causes no Hit Point damage to objects.

Verbal. A sound as loud as a clearly spoken phrase: ringing, crackling, buzzing, disembodied voices, phantom music.

Somatic. Visual phenomena or distortion: vibrant color flares around your head or fingers, your eyes turn a uniform color, ripples shimmer around you.

Material. Nearby objects affected, or physical sensations in observers: glass cracks, reflective surfaces tarnish, sudden frost, Tiny objects move or levitate, headaches or minor nosebleeds, prickling across skin, vertigo.

Level 1: Psychic Talent

Your consciousness stretches beyond its bounds to enter minds and manipulate matter. You gain the following benefits.

Minor Telekinesis. You learn the *Mage Hand* spell, and the hand is Invisible when you cast it. If you know the spell from another source, the range increases to 60 feet.

Telepathic Speech. You have telepathy with a range of 30 feet.

Level 1: Unbound Psyche

Your unlocked psionic potential swells. As a Bonus Action, you can unleash that power for 1 minute, during which you gain the following benefits:

- The spell save DC of your Esper spells increases by 1.
- You have Advantage on the attack rolls of Esper spells you cast.

You can use this feature twice, and you regain all expended uses of it when you finish a Long Rest.

LEVEL 2: PSIONIC WELLSPRING

Your magic draws from the font of psychic power that flows from your mind. This mental reservoir is represented by Psi Points, which allow you to create a variety of magical effects.

You have 2 Psi Points, and you gain more as you reach higher levels, as shown in the Psi Points column of the Esper Features table. You can't have more Psi Points than the number shown in the table for your level. You regain all expended Psi Points when you finish a Long Rest.

You can use your Psi Points to fuel the options below, along with other features, such as Psi Shaping, that use those points.

Converting Spell Slots to Psi Points. You can expend a spell slot to gain a number of Psi Points equal to the slot's level (no action required).

Creating Spell Slots. As a Bonus Action, you can transform unexpended Psi Points into one spell slot. The Creating Spell Slots table shows the cost of creating a spell slot of a given level, and it lists the minimum Esper level you must be to create a slot. You can create a spell slot no higher than level 5.

Any spell slot you create with this feature vanishes when you finish a Long Rest.

Creating Spell Slots

Spell Slot Level	Psi Point Cost	Min. Esper Level
1	2	2
2	3	3
3	5	5
4	6	7
5	7	9

LEVEL 2: PSI SHAPING

You can shape your spells with a single thought; you gain two Psi Shaping options of your choice from "Psi Shaping Options" later in this class's description. You use the chosen options to temporarily modify spells you cast. To use an option, you must spend the number of Psi Points that it costs.

You can use only one Psi Shaping option on a spell when you cast it unless otherwise noted in one of those options.

Whenever you gain an Esper level, you can replace one of your Psi Shaping options with one you don't know. You gain two more options at Esper level 10 and two more at Esper level 17.

LEVEL 3: ESPER SUBCLASS

You gain an Esper subclass of your choice. The Psychonaut and Warhead subclasses are detailed after this class's description, and the Riftwalker and Symbiote subclasses appear in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Esper levels. For the rest of your career, you gain each of your subclass's features that are of your Esper level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Esper levels 8, 12, and 16.

LEVEL 5: MENTAL RECOVERY

With a brief respite, you can gather your thoughts and restore your psychic strength. When you finish a Short Rest, you can regain expended Psi Points, but no more than a number equal to half your Esper level (round down). Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 7: AWAKENED MIND

Your psychic clarity allows you to tap into even more of the unbound Psi within you. If you have no uses of Unbound Psyche left, you can use it if you spend 2 Psi Points when you take the Bonus Action to activate it.

In addition, while your Unbound Psyche feature is active, you can use up to two of your Psi Shaping options on each spell you cast.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see the D&D Beyond Basic Rules) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

LEVEL 20: INFINITE PSYCHE

There are no longer limits to your mindscape or the Psi within. While your Unbound Psyche feature is active, you gain the following benefits.

Boundless Mind. You can use one Psi Shaping option on each of your turns without spending Psi Points on it.

Psionic Omnipresence. You gain Truesight out to 30 feet, and your damage rolls ignore a target's Resistances.

PSI SHAPING OPTIONS

Your thoughts are power, and you use your psionics to further bend your magic to your will. The following options are available for your Psi Shaping feature. The options are presented in alphabetical order.

ADAPTED PSI

Cost: 1 Psi Point

When you cast a spell that deals a type of damage from the following list, you can spend 1 Psi Point to change that damage type to one of the other listed types: Acid, Cold, Fire, Lightning, Poison, Thunder.

FOCUSED PSI

Cost: 1 Psi Point

If you make an attack roll for a spell and miss, you can spend 1 Psi Point to reroll the d20, and you must use the new roll.

You can use Focused Thought even if you've already used a different Psi Shaping option during the casting of the spell.

HIDDEN PSI

Cost: 1 Psi Point

When you cast a spell, you can spend 1 Psi Point to cast it without any Verbal, Somatic, or Material components or psychic manifestations, except Material components that are consumed by the spell or that have a cost specified in the spell.

LINGERING PSI

Cost: 1 Psi Point

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 Psi Point to double its duration to a maximum duration of 24 hours.

If the affected spell requires Concentration, you have Advantage on any saving throw you make to maintain that Concentration.

MEASURED PSI

Cost: 1 Psi Point

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, spend 1 Psi Point and choose a number of those creatures up to your spellcasting ability modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, and it takes no damage if it would normally take half damage on a successful save.

MIRRORED PSI

Cost: 1 Psi Point

When you cast a spell, such as *Charm Person*, that can be cast with a higher-level spell slot to target an additional creature, you can spend 1 Psi Point to increase the spell's effective level by 1.

POTENT PSI

Cost: 1 Psi Point

When you roll damage for a spell, you can spend 1 Psi Point to reroll a number of the damage dice up to your spellcasting ability modifier (minimum of one), and you must use the new rolls.

You can use Potent Psi even if you already used a different Psi Shaping option during the casting of the spell.

RAPID PSI

Cost: 2 Psi Points

When you cast a spell that has a casting time of an action, you can spend 2 Psi Points to change the casting time to a Bonus Action for this casting. You can't modify a spell in this way if you've already cast a level 1+ spell on the current turn, nor can you cast a level 1+ spell on this turn after modifying a spell in this way.

REACHING PSI

Cost: 1 Psi Point

When you cast a spell that has a range of at least 5 feet, you can spend 1 Psi Point to double the spell's range. Or when you cast a spell that has a range of Touch, you can spend 1 Psi Point to make the spell's range 30 feet.

SHARPENED PSI

Cost: 2 Psi Points

When you cast a spell that forces a creature to make a saving throw, you can spend 2 Psi Points to give one target of the spell Disadvantage on saves against the spell.

ESPER SPELL LIST

This section presents the Esper spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component. Spells marked with a ● appear in the Spells section of this playtest.

Some spells are given a suggested name to better fit the setting and this class. The standard spell name is given in parentheses.

CANTRIPS (LEVEL 0 ESPER SPELLS)

SPELL	SCHOOL	SPECIAL
Acid Splash	Evocation	—
Befriend ●	Enchantment	C
Chill Touch	Necromancy	—
Circuit Shock ●	Evocation	—
Deflection ●	Abjuration	C
Dimness ●	Evocation	—
Dancing Lights	Illusion	C
Elementalism	Transmutation	—
Fire Bolt	Evocation	—
Kinetic Propulsion ●	Evocation	—
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—
Minor Illusion	Illusion	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
Psychic Needle ●	Enchantment	—
Ray of Frost	Evocation	—
Shocking Grasp	Evocation	—
Sorcerous Burst	Evocation	—
Telekinetic Combat ●	Transmutation	C
Thunder Blast ●	Evocation	—
True Strike	Divination	—

LEVEL 1 ESPER SPELLS

SPELL	SCHOOL	SPECIAL
Accelerate Fall ●	Transmutation	—
Burning Hands	Evocation	—
Charm Person	Enchantment	—
Chromatic Orb	Evocation	M
Color Spray	Illusion	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Dissonant Whispers	Enchantment	—
Expeditious Retreat	Transmutation	C
False Life	Necromancy	—
Feather Fall	Transmutation	—
Fog Cloud	Conjuration	C
Gravity Shackle ●	Transmutation	—

SPELL	SCHOOL	SPECIAL
Grease	Conjuration	—
Horrific Demise	Illusion	—
Ice Knife	Conjuration	—
Jump	Transmutation	—
Mage Armor	Abjuration	—
Magic Missile	Evocation	—
Ray of Sickness	Necromancy	—
Shield	Abjuration	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Thunderwave	Evocation	—
Withering Lightning	Evocation	C

LEVEL 2 ESPER SPELLS

SPELL	SCHOOL	SPECIAL
Blindness/Deafness	Transmutation	—
Blur	Illusion	C
Darkness	Evocation	C
Darkvision	Transmutation	—
Detect Thoughts	Divination	C
Dragon's Breath	Transmutation	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Flame Blade	Evocation	C
Flaming Sphere	Evocation	C
Gene Splicing	Transmutation	—
Gust of Wind	Evocation	C
Hold Person	Enchantment	C
Inventory	Conjuration	—
Invisibility	Illusion	C
Knock	Transmutation	—
Levitate	Transmutation	C
Magic Weapon	Transmutation	—
Malignant Spray	Evocation	—
Meta Vitality	Abjuration	—
Mind Spike	Divination	C
Minion Binding	Enchantment	C
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Phantasmal Force	Illusion	C
Psychic Feedback Screen	Enchantment	C
Scorching Ray	Evocation	—
See Invisibility	Divination	—
Shatter	Evocation	—
Spider Climb	Transmutation	C
Suggestion	Enchantment	C
Swirling Shards	Conjuration	C
Web	Conjuration	C

LEVEL 3 ESPER SPELLS

SPELL	SCHOOL	SPECIAL
Blink	Transmutation	—
Clairvoyance	Divination	C, M
Counterspell	Abjuration	—
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Elemental Wrath	Evocation	C
Eyes of the Void	Transmutation	—
Fear	Illusion	C
Fireball	Evocation	—
Fly	Transmutation	C
Gaseous Form	Transmutation	C
G-Force Crush	Evocation	—
Glitch	Conjuration	—
Haste	Transmutation	C
Hypnotic Pattern	Illusion	C
Lightning Bolt	Evocation	—
Major Image	Illusion	C
Protection from Energy	Abjuration	C
Sending	Divination	—
Sleet Storm	Conjuration	C
Slow	Transmutation	C
Somber Extraction	Necromancy	—
Stinking Cloud	Conjuration	C
Tongues	Divination	—
Vampiric Touch	Necromancy	C
Void Warp	Conjuration	—
Water Breathing	Transmutation	R
Water Walk	Transmutation	R

LEVEL 4 ESPER SPELLS

SPELL	SCHOOL	SPECIAL
Banishment	Abjuration	C
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Dimension Door	Conjuration	—
Dominate Beast	Enchantment	C
Fire Shield	Evocation	—
Greater Invisibility	Illusion	C
Ice Storm	Evocation	—
Phantasmal Killer	Illusion	C
Polymorph	Transmutation	C
Stoneskin	Transmutation	C, M
Temporal Lifeline	Conjuration	—
Tidal Compression	Transmutation	—
Vitriolic Sphere	Evocation	—
Vortex	Evocation	—
Wall of Fire	Evocation	C

LEVEL 5 ESPER SPELLS

SPELL	SCHOOL	SPECIAL
Animate Objects	Transmutation	C
Arcane Hand	Evocation	C
Cloudkill	Conjuration	C
Cone of Cold	Evocation	—
Creation	Illusion	—
Dominate Person	Enchantment	C
Graviton Wave	Evocation	—
Hold Monster	Enchantment	C
Insect Plague	Conjuration	C
Psychic Storm	Enchantment	—
Seeming	Illusion	—
Spacetime Anchor	Abjuration	C
Telekinesis	Transmutation	C
Telepathic Bond	Divination	R
Teleportation Circle	Conjuration	M
Time Skip	Transmutation	—
Wall of Stone	Evocation	C

LEVEL 6 ESPER SPELLS

SPELL	SCHOOL	SPECIAL
Chain Lightning	Evocation	—
Circle of Death	Necromancy	M
Disintegrate	Transmutation	—
Eyebite	Necromancy	C
Flesh to Stone	Transmutation	C
Fold Space	Conjuration	C
Freezing Sphere	Evocation	—
Globe of Invulnerability	Abjuration	C
Mass Suggestion	Enchantment	—
Move Earth	Transmutation	C
Psychic Sunder	Enchantment	C
Sunbeam	Evocation	C
True Seeing	Divination	M

LEVEL 7 ESPER SPELLS

SPELL	SCHOOL	SPECIAL
Delayed Blast Fireball	Evocation	C
Finger of Death	Necromancy	—
Fire Storm	Evocation	—
Overtone Shift (Etherealness)	Conjuration	—
Plane Shift	Conjuration	M
Prismatic Spray	Evocation	—
Reverse Gravity	Transmutation	C
Teleport	Conjuration	—

LEVEL 8 ESPER SPELLS

SPELL	SCHOOL	SPECIAL
Befuddlement	Enchantment	—
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C
Earthquake	Transmutation	C
Incendiary Cloud	Conjuration	C
Power Word Stun	Enchantment	—
Psychic Link	Divination	—
Sunburst	Evocation	—

LEVEL 9 ESPER SPELLS

SPELL	SCHOOL	SPECIAL
Gate	Conjuration	C, M
Meteor Swarm	Evocation	—
Power Word Kill	Enchantment	—
Time Stop	Transmutation	—
Weird	Illusion	C
Wish	Conjuration	—

ESPER SUBCLASSES

An Esper subclass is a specialization that grants you features at certain Esper levels, as specified in the subclass. This section presents the Psychonaut and Warhead subclasses. The Riftwalker and Symbiote subclassess appear in the *Overdrive Expansion*.

PSYCHONAUT

Dive into Mindscapes to Fracture Identity

Psychonauts are navigators of thought, voyaging into the minds of others to alter perception, emotion, and even identity. These Espers are master telepaths who effortlessly explore mindscapes, traversing ideas and memories to reshape reality or shatter the very psyche of their enemies. Some Psychonauts use their gifts to guide troubled minds through healing memory, while others command mesmerized minions whose identities have been lost in an endless dream.

Psychonaut Esper

LEVEL 3: PSYCHONAUT SPELLS

When you reach an Esper level specified in the Psychonaut Spells table, you thereafter always have the listed spells prepared.

PSYCHONAUT SPELLS

ESPER LEVEL	SPELLS
3	*Calm Emotions*, *Command*, *Detect Thoughts*, *Dissonant Whispers*, *Psychic Needle*
5	*Nondetection*, *Sending*
7	*Compulsion*, *Phantasmal Killer*
9	*Dream*, *Telepathic Bond*

LEVEL 3: EMPATHIC PRESENCE

You voyage through the thoughts, emotions, and memories of others. You gain the following benefits.

Boundless Broadcast. The range of your telepathy is now 20 feet times your level in this class.

Fractal Telepathy. You can initiate telepathic contact with a number of creatures up to your spellcasting ability modifier (minimum of two creatures) at one time. You must maintain Concentration to maintain these simultaneous links. While you concentrate, the range at which you can maintain the contact with them increases to 1 mile, and you and those creatures have Advantage on Intelligence (Investigation) and Wisdom (Perception) checks.

LEVEL 3: MIND DIVE

You delve so deep into others' minds that you can cause them to crack. You gain the following benefits.

Crack Psyche. When you deal Psychic damage with a spell, you can add your spellcasting ability modifier to the damage dealt to one target.

Thought Reader. When you probe a target's mind with *Detect Thoughts*, the target doesn't know you tried to read its mind. You can use this benefit a number of times equal to your spellcasting ability modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 6: DEFENSIVE DELUSION

You can shape your own mental realities so others may not. You have Resistance to Psychic damage, and you have Advantage on saving throws to avoid or end the Charmed or Frightened condition.

LEVEL 6: COLLAPSE IDENTITY

You chart your own pathways between mindscapes. You gain the following benefits.

Ego Death. As a Magic action, you can force a creature you can see within 60 feet of yourself to make a Wisdom saving throw against your spell save DC. On a failed save, the target has the Charmed or Frightened condition (your choice). The target repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

You can use this benefit once, and you regain the ability to do so when you finish a Long Rest.

Persona Shift. If a creature you are in telepathic contact with has the Charmed or Frightened condition, you can take a Magic action to end one of those conditions and immediately use Ego Death, restoring an expended use of it to do so if necessary.

LEVEL 14: PSYCHO-SYNCHRONICITY

The power of your telepathy allows you to borrow the senses of other minds you contact and channel your magic through that connection. As a Bonus Action, choose one creature you are in telepathic contact with; you can see and hear using their senses until the start of your next turn. During this time, when you cast a Divination, Enchantment, or Illusion spell, you can transfer the spell through the telepathic link. The creature you are in telepathic contact with makes an Intelligence saving throw. On a failed save, you cast the spell from that creature's space as if you were in it, and then your telepathic contact with that creature ends. On a successful save, the spell fails (if it was cast with a spell slot, the slot isn't expended).

LEVEL 18: SHATTER MINDSCAPE

You discover the thought, memory, or emotion needed to fragment a mind. When a creature fails a saving throw against a Divination, Enchantment, or Illusion spell you cast with a spell slot, you can give it the Stunned condition. At the end of each of its turns, the target makes a Wisdom saving throw against your spell save DC, ending the condition on itself on a success. After 1 minute, it succeeds automatically.

Once you use this feature, you can't use it again until you finish a Long Rest unless you spend 5 Psi Points (no action required) to restore your use of it.

WARHEAD

Become an Explosive Weapon of Psychic Destruction

The minds of Warheads are unstable bombs of crackling psionic devastation. These volatile Espers erupt with explosive bursts of telekinetic force that indiscriminately rip apart everything around them. Many Warheads find themselves on war-torn battlefields as living weapons of mass destruction, but some seek to control their demolition before they fully lose control.

LEVEL 3: WARHEAD SPELLS

When you reach an Esper level specified in the Warhead Spells table, you thereafter always have the listed spells prepared.

WARHEAD SPELLS

ESPER LEVEL	SPELLS
3	*Disruption*, *Levitate*, *Magic Missile*, *Shatter*, *Thunderwave*
5	*G-Force Crush*, *Fireball*
7	*Tidal Compression*, *Vortex*
9	*Concussive Wave*, *Telekinesis*

LEVEL 3: VOLATILE MIND

Your psionics are explosive and unmaking. You gain the following benefits.

Blast Radius. While your Unbound Psyche feature is active, your *Disruption* cantrip has a range of 120 feet.

Destructive Psi. When you deal Force damage with a spell, you deal extra Force damage equal to your spellcasting ability modifier to one of the spell's targets. Additionally, you can spend 1 Psi Point to choose another creature within 20 feet of a target that took Force damage. The chosen creature takes 1d10 Force damage.

Violent Telekinesis. You can cast and control *Mage Hand* as a Bonus Action, and the maximum weight it can carry is 10 pounds times your Proficiency Bonus.

LEVEL 6: UNSTABLE DETONATION

Your volatile psionics become even more destructive. As a Bonus Action, or as part of the Bonus Action you use to activate Unbound Psyche, you can unleash a telekinetic burst. Each creature in a 20-foot Emanation originating from you must succeed on a Strength saving throw against your spell save DC or take 2d6 Force damage and be pushed up to 10 feet away from you.

You can use this feature a number of times equal to your spellcasting ability modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 14: CRITICAL MASS

Your telekinetic power crackles to unbound heights, granting the following benefits.

Exploding Power. You gain one additional use of your Unbound Psyche feature (total of three uses).

Kinetic Suspension. While your Unbound Psyche feature is active, you gain a Fly Speed of 60 feet and can hover.

LEVEL 18: GO NUCLEAR

You become a living bomb of psionic annihilation. As a Magic action, you create a 30-foot Emanation originating from yourself that lasts for 1 minute. Each creature that enters the Emanation for the first time on a turn (including when the Emanation appears) or that starts its turn there makes a Constitution saving throw against your spell save DC. On a failed save, the target takes 1d10 Force damage and is pushed up to 10 feet in a horizontal direction of your choice. On a successful save, the target takes half as much damage only. The Emanation ends early if you dismiss it (no action required) or have the Incapacitated condition.

Once you use this feature, you can't use it again until you finish a Long Rest unless you spend 5 Psi Points (no action required) to restore your use of it.

CLASS

GRIDRUNNER

A Code-Savvy Technomancer
Who Reprograms Reality

CORE GRIDRUNNER TRAITS

Primary Ability	Intelligence
Hit Point Die	D6 per Gridrunner level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	*Choose 2:* Arcana, Computers, History, Insight, Investigation, Medicine, Nature, Religion, or Technology
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Spiking Deck
Armor Training	None
Starting Equipment	*Choose A or B:* (A) Combat Knife, Light Laser Pistol, 2 Power Cells, Spiking Deck, Hyperpad, Technician's Pack, and ₰320; or (B) ₰3,500

Gridrunners are magical programmers with the advanced knowledge to interface with the Hypergrid, the digital realm that overlays the entire galaxy. Through the use of computers and other technology, they can edit the code of reality to execute spells, which many refer to as "scripts." This technomancy can take a wide variety of forms and perform a nearly countless number of functions, limited only by the Gridrunner's skill and creativity.

Learning to code the Hypergrid is a monumental undertaking that requires years of study, countless hours of practice, and the patience to compile, debug, optimize, and patch increasingly complex scripts. Gridrunners can accomplish these seemingly impossible tasks through the use of their hyperpad, an extremely advanced portable computer that is continuously linked to the Hypergrid. Even still, Gridrunners are eternal learners, spending their lives refining their scripts and developing new solutions to any problem.

Every Gridrunner leaves their unique fingerprint on the Hypergrid and how they code it. Some are meticulous engineers who pride themselves on the most elegant and efficient scripts, while others are reckless hackers who improvise messy but ingenious workarounds. No matter their approach, Gridrunners are united by the endless pursuit to understand and master the code behind reality.

BECOMING A GRIDRUNNER

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Gridrunner Traits table.
- Gain the Gridrunner's level 1 features, which are listed in the Gridrunner Features table.

AS A MULTICLASS CHARACTER

- Gain the Hit Point Die from the Core Gridrunner Traits table.
- Gain the Gridrunner's level 1 features, which are listed in the Gridrunner Features table. See the multiclassing rules in the *D&D Beyond Basic Rules* to determine your available spell slots, adding all your Gridrunner levels.

NEON WIZARD: THE GRIDRUNNER

Gridrunner is the Neon Odyssey expression of Wizard. The adjusted features are:

- **Skill Proficiencies.** Adds Computers and Technology to the list of choices.
- **Spellcasting.** Renames "spellbook" to "hyperpad" here and in every other reference to a spellbook. Gridrunners must use their hyperpad to cast spells.
- **Cache Refresh.** Rename of Arcane Recovery.
- **Open-Source Spells.** Rename of Ritual Adept.
- **Data Query.** Rename of Scholar, and it adds Computers and Technology to the list of choices.
- **Grid Spiker.** New feature that makes the Gridrunner a formidable computer hacker.
- **Hot Swap.** Rename of Memorize Spell.
- **Hardcoded Scripts.** Rename of Spell Mastery.
- **Hypergrid Override.** New feature that incorporates the function of Signature Spells and adds a new benefit, Grid Surf.

GRIDRUNNER CLASS FEATURES

As a Gridrunner, you gain the following class features when you reach the specified Gridrunner levels. These features are listed in the Gridrunner Features table.

LEVEL 1: SPELLCASTING

You have learned to program the code of the Hypergrid, using its connection to the fabric of reality to cast spells. See the *D&D Beyond Basic Rules* for the rules on spellcasting. The information below details how you use those rules with Gridrunner spells, which appear in the Gridrunner spell list later in the class's description.

Hyperpad. Your Gridrunner study culminated in the creation of a unique Datapad: your hyperpad. It is a Tiny object that weighs 1 pound, can store 100 spells, and can be read only by you or someone casting *Identify*. You determine the pad's appearance and user interface, such as a metal-cased device with a text screen or a hardlight pad with holographic projection.

You cast your Gridrunner spells using your hyperpad as a Spellcasting Focus. Your Gridrunner spells don't have a *V* component, and you must have your hyperpad in hand when you cast a Gridrunner spell (meaning the spell has an *M* component when you cast it).

The pad contains the level 1+ spells you know. It starts with six level 1 Gridrunner spells of your choice. *Detect Magic*, *Feather Fall*, *Mage Armor*, *Magic Missile*, *Sleep*, and *Thunderwave* are recommended.

Whenever you gain a Gridrunner level after 1, add two Gridrunner spells of your choice to your hyperpad. Each of these spells must be of a level for which you have spell slots, as shown in the Gridrunner Features table. The spells are the culmination of arcane research you do regularly.

Cantrips. You know three Gridrunner cantrips of your choice. *Circuit Shock*, *Light*, and *Mage Hand* are recommended. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Gridrunner cantrip of your choice.

When you reach Gridrunner levels 4 and 10, you learn another Gridrunner cantrip of your choice, as shown in the Cantrips column of the Gridrunner Features table.

GRIDRUNNER FEATURES

LEVEL	PROFICIENCY BONUS	CLASS FEATURES	CANTRIPS	PREPARED SPELLS	SPELL SLOTS PER SPELL LEVEL								
					1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Cache Refresh, Open-Source Spells	3	4	2	—	—	—	—	—	—	—	—
2	+2	Data Query, Grid Spiker	3	5	3	—	—	—	—	—	—	—	—
3	+2	Gridrunner Subclass	3	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	7	4	3	—	—	—	—	—	—	—
5	+3	Hot Swap	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	4	10	4	3	3	—	—	—	—	—	—
7	+3	—	4	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	4	12	4	3	3	2	—	—	—	—	—
9	+4	—	4	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass feature	5	15	4	3	3	3	2	—	—	—	—
11	+4	—	5	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	5	16	4	3	3	3	2	1	—	—	—
13	+5	—	5	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	5	18	4	3	3	3	2	1	1	—	—
15	+5	—	5	19	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	5	21	4	3	3	3	2	1	1	1	—
17	+6	—	5	22	4	3	3	3	2	1	1	1	1
18	+6	Hardcoded Scripts	5	23	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	5	24	4	3	3	3	3	2	1	1	1
20	+6	Hypergrid Override	5	25	4	3	3	3	3	2	2	1	1

EXPANDING AND REPLACING A HYPERPAD

The spells you add to your hyperpad as you gain levels reflect your ongoing magical research, but you might find other spells during your adventures that you can add to the pad. You could discover a Gridrunner spell on a Spell Scroll, for example, and then copy it into your hyperpad.

Copying a Spell into the Pad. When you find a level 1+ Gridrunner spell, you can copy it into your hyperpad if it's of a level you can prepare and if you have time to copy it. For each level of the spell, the transcription takes 2 hours and costs ₰500. Afterward you can prepare the spell like the other spells in your hyperpad.

Copying the Pad. You can copy a spell from your hyperpad into another Datapad. This is like copying a new spell into your hyperpad but faster, since you already know how to cast the spell. You need only spend 1 hour and ₰100 for each level of the copied spell.

If you lose your hyperpad, you can use the same procedure to transcribe the Gridrunner spells that you have prepared into a new hyperpad. Filling out the remainder of the new pad requires you to find new spells to do so. For this reason, many Gridrunners keep a backup hyperpad.

Spell Slots. The Gridrunner Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose four spells from your hyperpad. The chosen spells must be of a level for which you have spell slots.

The number of spells on your list increases as you gain Gridrunner levels, as shown in the Prepared Spells column of the Gridrunner Features table. Whenever that number increases, choose additional Gridrunner spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Gridrunner, your list of prepared spells can include six spells of levels 1 and 2 in any combination, chosen from your hyperpad.

If another Gridrunner feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Gridrunner spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your hyperpad.

Spellcasting Ability. Intelligence is your spellcasting ability for your Gridrunner spells.

LEVEL 1: CACHE REFRESH

You reboot your systems to replenish your scripts. When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Gridrunner level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Gridrunner, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots.

Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 1: OPEN-SOURCE SPELLS

Unlike the code that Gridrunners typically run to cast their spells, some spells run through an archaic script called a ritual. You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your hyperpad. You needn't have the spell prepared, but you must use the pad as a focus (even if the spell requires no Material components) to cast a spell in this way.

LEVEL 2: DATA QUERY

You can search the Hypergrid to learn new pursuits. You gain proficiency in the Computers skill, or one other Gridrunner skill if you already have it. In addition, choose one of the following skills in which you have proficiency: Arcana, Computers, History, Investigation, Medicine, Nature, Religion, or Technology. You have Expertise in the chosen skill.

LEVEL 2: GRID SPIKER

Your technomancy allows you to interface with hardware more easily. You gain proficiency with Bypass Tools, Electronics Tools, or Forger's Kits. Additionally, your hyperpad now functions as a Spiking Deck and the tool you chose for this feature.

LEVEL 3: GRIDRUNNER SUBCLASS

You gain a Gridrunner subclass of your choice. The Hypercoder and Virus subclasses are detailed after this class's description, and the Arc-Mage and Cybertronic are detailed in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Gridrunner levels. For the rest of your career, you gain each of your subclass's features that are of your Gridrunner level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Gridrunner levels 8, 12, and 16.

LEVEL 5: HOT SWAP

You can reconfigure your database of scripts. Whenever you finish a Short Rest, you can update your hyperpad and replace one of the level 1+ Gridrunner spells you have prepared for your Spellcasting feature with another level 1+ spell from the pad.

LEVEL 18: HARDCODED SCRIPTS

You have coded certain scripts so many times that they become effortless to execute. Choose a level 1 and a level 2 spell in your hyperpad that have a casting time of an action. You always have those spells prepared, and you can cast them at their lowest level without expending a spell slot. To cast either spell at a higher level, you must expend a spell slot.

Whenever you finish a Long Rest, you can update your hyperpad and replace one of those spells with an eligible spell of the same level from the pad.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

LEVEL 20: HYPERGRID OVERRIDE

Interfacing with the Hypergrid has become second nature, to the point of being able to easily navigate it. You gain the following benefits.

Grid Surf. You always have the *Plane Shift* and *Teleport* spells prepared. You can cast one of these spells once without expending a spell slot, requiring no Material components. Once you cast either spell in that way, you can't use this benefit to cast the spells again until you finish a Long Rest.

Personal Hotkeys. Choose two level 3 spells in your hyperpad as your signature spells. You always have these spells prepared, and you can cast each of them once at level 3 without expending a spell slot. When you do so, you can't cast them in this way again until you finish a Short or Long Rest. To cast either spell at a higher level, you must expend a spell slot.

GRIDRUNNER SPELL LIST

This section presents the Gridrunner spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component. Spells marked with a ⛃ appear in the Spells section of this playtest.

Some spells are given a suggested name to better fit the setting and this class. The standard spell name is given in parentheses.

CANTRIPS (LEVEL 0 GRIDRUNNER SPELLS)

SPELL	SCHOOL	SPECIAL
Acid Splash	Evocation	—
Befriend ⛃	Enchantment	C
Chill Touch	Necromancy	—
Circuit Shock ⛃	Evocation	—
Culling ⛃	Necromancy	—
Dancing Lights	Illusion	C
Debug ⛃	Transmutation	—
Deflection ⛃	Abjuration	C
Dimness ⛃	Evocation	—
Disruption ⛃	Transmutation	—
Elementalism	Transmutation	—
Fire Bolt	Evocation	—
Kinetic Propulsion ⛃	Evocation	—
Light	Evocation	—
Mage Hand	Conjuration	—

SPELL	SCHOOL	SPECIAL
Mending	Transmutation	—
Message	Transmutation	—
Minor Illusion	Illusion	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
Psychic Needle	Enchantment	—
Ray of Frost	Evocation	—
Shocking Grasp	Evocation	—
Telekinetic Combat	Transmutation	C
Thunder Blast	Evocation	—
True Strike	Divination	—

LEVEL 1 GRIDRUNNER SPELLS

SPELL	SCHOOL	SPECIAL
Accelerate Fall	Transmutation	—
Alarm	Abjuration	R
Autonomous Assistant	Conjuration	R, M
Burning Hands	Evocation	—
Charm Person	Enchantment	—
Chromatic Orb	Evocation	M
Color Spray	Illusion	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Digitize Knowledge	Enchantment	—
Disguise Self	Illusion	—
Expeditious Retreat	Transmutation	C
False Life	Necromancy	—
Feather Fall	Transmutation	—
Find Familiar	Conjuration	R, M
Floating Disk	Conjuration	R
Fog Cloud	Conjuration	C
Gravity Shackle	Transmutation	—
Grease	Conjuration	—
Hideous Laughter	Enchantment	C
Ice Knife	Conjuration	—
Identify	Divination	R, M
Illusory Script	Illusion	R, M
Jump	Transmutation	—
Longstrider	Transmutation	—
Mage Armor	Abjuration	—
Magic Missile	Evocation	—
Memory Leak	Enchantment	C
Protection from Evil and Good	Abjuration	C, M
Ray of Sickness	Necromancy	—
Shield	Abjuration	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Thunderwave	Evocation	—
Unseen Servant	Conjuration	R
Withering Lightning	Evocation	C

LEVEL 2 GRIDRUNNER SPELLS

SPELL	SCHOOL	SPECIAL
Acid Arrow	Evocation	—
Arcane Lock	Abjuration	M
Arcanist's Magic Aura	Illusion	—
Augury	Divination	R, M
Blindness/Deafness	Transmutation	—
Blur	Illusion	C
Continual Flame	Evocation	M
Darkness	Evocation	C
Darkvision	Transmutation	—
Detect Thoughts	Divination	C
Dragon's Breath	Transmutation	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Flaming Sphere	Evocation	C
Gene Splicing	Transmutation	—
Gentle Repose	Necromancy	R, M
Gust of Wind	Evocation	C
Hold Person	Enchantment	C
Inventory	Conjuration	—
Invisibility	Illusion	C
Knock	Transmutation	—
Levitate	Transmutation	C
Locate Object	Divination	C
Magic Mouth	Illusion	R, M
Magic Weapon	Transmutation	—
Meta Vitality	Abjuration	—
Mind Spike	Divination	C

SPELL	SCHOOL	SPECIAL
Minion Binding	Enchantment	C
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Phantasmal Force	Illusion	C
Power Sag	Evocation	C
Psychic Feedback Screen	Enchantment	C
Ray of Enfeeblement	Necromancy	C
Rope Trick	Transmutation	—
Scorching Ray	Evocation	—
See Invisibility	Divination	—
Shatter	Evocation	—
Spider Climb	Transmutation	C
Suggestion	Enchantment	C
Swirling Shards	Conjuration	C
Web	Conjuration	C

LEVEL 3 GRIDRUNNER SPELLS

SPELL	SCHOOL	SPECIAL
Animate Dead	Necromancy	—
Bestow Curse	Necromancy	C
Blink	Transmutation	—
Clairvoyance	Divination	C, M
Counterspell	Abjuration	—
Dispel Magic	Abjuration	—
Eyes of the Void	Transmutation	—
Fear	Illusion	C
Fireball	Evocation	—
Firewall	Abjuration	M
Fly	Transmutation	C
Gaseous Form	Transmutation	C
G-Force Crush	Evocation	—
Glitch	Conjuration	—
Glyph of Warding	Abjuration	M
Haste	Transmutation	C
Hitscan Enhancement	Transmutation	C
Hypnotic Pattern	Illusion	C
Lightning Bolt	Evocation	—
Magic Circle	Abjuration	M
Major Image	Illusion	C
Nondetection	Abjuration	M
Phantom Steed	Illusion	R
Protection from Energy	Abjuration	C
Remove Curse	Abjuration	—
Sending	Divination	—
Sleet Storm	Conjuration	C
Slow	Transmutation	C
Somber Extraction	Necromancy	—
Somber Trance	Necromancy	—
Speak with Dead	Necromancy	—
Stinking Cloud	Conjuration	C
Summon Arcadian	Conjuration	C, M
Summon Lesser Discordant	Conjuration	C, M
Summon Silent	Conjuration	C, M
Tiny Hut	Evocation	R
Tongues	Divination	—
Vampiric Touch	Necromancy	C
Water Breathing	Transmutation	R

LEVEL 4 GRIDRUNNER SPELLS

SPELL	SCHOOL	SPECIAL
Arcane Eye	Divination	C
Banishment	Abjuration	C
Black Tentacles	Conjuration	C
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Conjure Minor Elementals	Conjuration	C
Control Water	Transmutation	C
Dimension Door	Conjuration	—
Divination	Divination	R, M
Fabricate	Transmutation	—
Faithful Hound	Conjuration	—
Fire Shield	Evocation	—
Greater Invisibility	Illusion	C
Hallucinatory Terrain	Illusion	—
Ice Storm	Evocation	—
Locate Creature	Divination	C
Phantasmal Killer	Illusion	C
Polymorph	Transmutation	C
Private Sanctum	Abjuration	—

SPELL	SCHOOL	SPECIAL
Resilient Sphere	Abjuration	C
Secret Chest	Conjuration	M
Stone Shape	Transmutation	—
Stoneskin	Transmutation	C, M
Summon Gridwrought	Conjuration	C, M
Summon Primordial	Conjuration	C, M
Summon Void Dweller	Conjuration	C, M
Tech Overload	Evocation	—
Temporal Lifeline	Conjuration	—
Tidal Compression	Transmutation	—
Vitriolic Sphere	Evocation	—
Wall of Fire	Evocation	C

LEVEL 5 GRIDRUNNER SPELLS

SPELL	SCHOOL	SPECIAL
Animate Objects	Transmutation	C
Arcane Hand	Evocation	C
Cloudkill	Conjuration	C
Cone of Cold	Evocation	—
Conjure Elemental	Conjuration	C
Contact Other Plane	Divination	R
Creation	Illusion	—
Dominate Person	Enchantment	C
Dream	Illusion	—
Focus Zone	Abjuration	C
Forceful Majesty	Enchantment	C
Geas	Enchantment	—
Graviton Wave	Evocation	—
Grid Storm	Evocation	C
Hardlight Strikes	Conjuration	—
Hold Monster	Enchantment	C
Legend Lore	Divination	M
Mislead	Illusion	C
Modify Memory	Enchantment	C
Passwall	Transmutation	—
Planar Binding	Abjuration	M
Psychic Storm	Enchantment	—
Scrying	Divination	C, M
Seeming	Illusion	—
Spacetime Anchor	Abjuration	C
Summon Dragon	Conjuration	C, M
Telekinesis	Transmutation	C
Telepathic Bond	Divination	R
Teleportation Circle	Conjuration	M
Time Skip	Transmutation	—
Wall of Force	Evocation	C
Wall of Stone	Evocation	C

LEVEL 6 GRIDRUNNER SPELLS

SPELL	SCHOOL	SPECIAL
Chain Lightning	Evocation	—
Chem Synthesis	Conjuration	M
Circle of Death	Necromancy	M
Contingency	Abjuration	M
Create Undead	Necromancy	M
Disintegrate	Transmutation	—
Eyebite	Necromancy	C
Flesh to Stone	Transmutation	C
Fold Space	Conjuration	C
Freezing Sphere	Evocation	—
Globe of Invulnerability	Abjuration	C
Guards and Wards	Abjuration	M
Instant Summons	Conjuration	R, M
Irresistible Dance	Enchantment	C
Magic Jar	Necromancy	M
Mass Suggestion	Enchantment	—
Move Earth	Transmutation	C
Programmed Illusion	Illusion	M
Psychic Sunder	Enchantment	C
Summon Discordant	Conjuration	C, M
Sunbeam	Evocation	C
True Seeing	Divination	M
Wall of Ice	Evocation	C

LEVEL 7 GRIDRUNNER SPELLS

SPELL	SCHOOL	SPECIAL
Arcane Sword	Evocation	C, M
Delayed Blast Fireball	Evocation	C
Finger of Death	Necromancy	—
Forcecage	Evocation	C, M
Magnificent Mansion	Conjuration	M

SPELL	SCHOOL	SPECIAL
Mirage Arcane	Illusion	—
Overtone Shift (Etherealness)	Conjuration	—
Plane Shift	Conjuration	M
Prismatic Spray	Evocation	—
Project Image	Illusion	C, M
Reverse Gravity	Transmutation	C
Sequester	Transmutation	M
Simulacrum	Illusion	M
Symbol	Abjuration	M
Teleport	Conjuration	—

LEVEL 8 GRIDRUNNER SPELLS

SPELL	SCHOOL	SPECIAL
Antimagic Field	Abjuration	C
Antipathy/Sympathy	Enchantment	—
Befuddlement	Enchantment	—
Clone	Necromancy	M
Control Weather	Transmutation	C
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C
Incendiary Cloud	Conjuration	C
Maze	Conjuration	C
Mind Blank	Abjuration	—
Power Word Stun	Enchantment	—
Psychic Link	Divination	—
Sunburst	Evocation	—

LEVEL 9 GRIDRUNNER SPELLS

SPELL	SCHOOL	SPECIAL
Foresight	Divination	—
Gate	Conjuration	C, M
Imprisonment	Abjuration	M
Meteor Swarm	Evocation	—
Power Word Kill	Enchantment	—
Prismatic Wall	Abjuration	—
Shapechange	Transmutation	C, M
Time Stop	Transmutation	—
True Polymorph	Transmutation	C
Weird	Illusion	C
Wish	Conjuration	—

GRIDRUNNER SUBCLASSES

A Gridrunner subclass is a specialization that grants you features at certain Gridrunner levels, as specified in the subclass. This section presents the Hypercoder and Virus subclasses. The Arc-Mage and Cybertronic subclasses appear in the *Overdrive Expansion*.

HYPERCODER

Hack Reality with Improvised Hotfixes

While most Gridrunners carefully prepare their scripts ahead of execution, Hypercoders are the ultimate improvisers who rewrite code in real time. With a simple input, they can hotfix the Hypergrid to reconfigure their technomancy beyond its intended function. Many Hypercoders are drawn to the world of gridspiking, where they use their unparalleled hacking skills to secure systems against intrusion or exploit vulnerabilities for profit and power.

LEVEL 3: FUNCTION PATCH

You can temporarily spike the code of a device to improve its function. Provided you have a Spiking Deck on your person, as a Bonus Action, you can target a weapon, a tool, or a vehicle station you can see within 30 feet of yourself. For 1 minute or until you use this feature again, D20 Tests made using the target add 1d4 to the total.

Once you use this Bonus Action, you can't use it again until you finish a Short or Long Rest, unless you expend a spell slot to use it again.

Hypercoder Gridrunner

LEVEL 3: HOTFIX

You can quickly alter the parameters of friendly scripts. Provided you are holding your hyperpad, when you or a willing ally within 30 feet of you casts a spell, you can take a Reaction to make one of the alterations below to that casting of the spell.

You can use this Reaction a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Decrypt. The spell's damage ignores damage Resistance.

Refactor. If the spell has a range of Touch, its range becomes 30 feet. If the spell creates an area of effect and has a duration of instantaneous, you can change the area to a different area from this list (the caster still makes all other decisions for the spell). Choose A) originating from you, the spell creates a 30-foot Cone, a 10-foot Emanation, or a 30-foot Line that is 5 feet wide; or B) originating from a point you can see within 60 feet of yourself, the spell creates a 10-foot Sphere or a 10-foot-radius Cylinder that is 30 feet high.

LEVEL 6: UPGRADED CODEBASE

You have upgraded your code protocols to enhance the alterations of your Hotfix feature.

Decrypt. When the altered spell first deals damage, if any of its targets have Immunity to that damage type, you can change the damage type the spell deals to one type other than Force. The change lasts for the remainder of the spell's duration.

Refactor. Spells with a range of Touch now have a range of 60 feet, and the areas you can choose now have the following dimensions: 40-foot Cone, 20-foot Emanation, 60-foot Line that is 10 feet wide, 20-foot Sphere, 15-foot-radius Cylinder that is 50 feet high.

LEVEL 10: FIREWALL BREACH

You can alter your scripts to adapt to a target's system security. When you cast a spell that applies one or more conditions to targets, you can modify the spell to ignore targets' condition Immunities, if any.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a level 4+ spell slot (no action required).

LEVEL 14: ROOT ACCESS

Your clever programming allows you to spike into the code within objects, constructs, and living things. You always have the *Animate Objects* and *Dominate Person* spells prepared. You can cast one of these spells once without expending a spell slot, and when you do so, you can modify it in a way based on the spell you cast.

Once you cast either spell without a spell slot, you must finish a Long Rest before you use this feature again.

Animate Objects. The spell doesn't require Concentration, and its duration becomes 1 minute for that casting. The spell ends early if you cast it again.

Dominate Person. You can target Constructs with the spell. When you cast the spell without a spell slot using this feature, it ignores a Construct's Immunity to the Charmed condition, if any.

Virus
Gridrunner

VIRUS

Infect Enemies with a Corrupted Malware

Viruses are Gridrunners who have become the host of a digital contagion from the Hypergrid that they have learned to control. They infect their enemies with malicious code that corrupts body and mind, breaking them down before spreading to new victims. Because they are immune to these devastating effects, many Viruses propagate the replication of the digital contagion within themselves until they become living manifestations of malware.

LEVEL 3: MALWARE

Your malicious code opens security holes to exploit later. When you deal damage to a creature with a spell you cast with a spell slot, you can take a Bonus Action to exploit a hole in its security for 1 minute. The target subtracts 1d6 from the next D20 Test it makes within the duration.

LEVEL 3: INFECTION VECTOR

You can incubate your malware within a host to infect those it comes into contact with. You can touch a creature (you can target yourself) to infuse it with dormant, malicious code that protects it for 1 hour or until you use this feature again. When a creature hits the protected target with an attack roll, the target can take a Reaction to force the attacker to make an Intelligence saving throw against your spell save DC. On a failed save, the triggering attack misses instead, and the attacker has Disadvantage on ability checks and attack rolls until the start of its next turn.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

LEVEL 6: JUNK DATA

You overwhelm a target with a flood of meaningless data. When you use your Malware feature, you can also force the target to make an Intelligence saving throw against your spell save DC. On a failed save, the target has the Incapacitated condition until the start of your next turn. The target can choose to take 3d6 Force damage instead of gaining the Incapacitated condition.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 10: CONTAGIOUS CODE

Your malware spreads even easier. When you are concentrating on a spell that affects a creature and that creature dies or gains the Unconscious condition, you can take a Reaction to choose another target for your spell. The new target must be within the spell's original range from the previous target, and the new target makes a saving throw, or you make a spell attack roll, as appropriate for the spell.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 3+ spell slot (no action required).

LEVEL 14: LETHAL STRAIN

Your malicious code has reached the peak of its corruptive deadliness. As a Bonus Action, or as part of the Bonus Action you use to activate your Malware feature, you can choose up to two creatures you can see that are within 100 feet of yourself and that are affected by your Malware feature. A target takes 2d6 Force damage. Each time you use this feature again on the same target before the effect of your Malware feature on it expires, the damage that target takes increases by 1d6.

CLASS

ICON

An Uplifting Embodiment of the Song of Creation

CORE ICON TRAITS

PRIMARY ABILITY	CHARISMA
Hit Point Die	D8 per Icon level
Saving Throw Proficiencies	Dexterity and Charisma
Skill Proficiencies	*Choose any 3 skills*
Weapon Proficiencies	Simple weapons
Tool Proficiencies	*Choose Artist's Supplies or 3 Musician's Instruments* (see the Equipment section)
Armor Training	Light armor
Starting Equipment	*Choose A or B:* (A) Light Armor, Combat Knife, Light Laser Pistol, 2 Power Cells, choose Artist's Supplies or Musician's Instrument or Hypertech Component Pack, Performer's Pack, and ₰760; or (B) ₰5,500

Icons are living voices of the Stardust Rhapsody, the grand cosmic melody that created and still echoes through the galaxy. Icons feel this song of creation—sometimes called the song of existence—deep within themselves, resonating with the galactic symphony to perform melodic magic. Their unique talent to perceive and weave the Rhapsody also allows them to directly touch the cosmic note within those around them, instilling them with uplifting hope and inspiration.

Every life lived, every story told, and every tune sung is a new note in the song of existence. As a result, most Icons spend much of their lives traveling across the Stardust Rhapsody to experience as much of its inspiring beauty as possible. They seek out strong connections with friends, loved ones, and allies that string together into a melody unique to them.

While many Icons are musicians, the song of creation answers to all forms of artistic expression including visual arts, dance, and spoken word. There are even those who harness its power as an activist, reporter, streamer, and other forms of influence and entertainment. No matter the form of expression, they seek to inspire others to add their voices to the great cosmic chorus.

BECOMING AN ICON

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Icon Traits table.
- Gain the Icon's level 1 features, which are listed in the Icon Features table.

AS A MULTICLASS CHARACTER

- Gain the following from the Core Icon Traits table: Hit Point Die, proficiency in one skill of your choice, proficiency with one Musician's Instrument of your choice, and training with Light armor.
- Gain the Icon's level 1 features, which are listed in the Icon Features table. See the multiclassing rules in the *D&D Beyond Basic Rules* to determine your available spell slots, adding all your Icon levels.

NEON BARD: THE ICON

Icon is the *Neon Odyssey* expression of Bard. The adjusted features are:

- **Iconic Inspiration.** Rename of Bardic Inspiration.
- **Improvise.** Rename of Jack of all Trades.
- **Extended Set.** Rename of Font of Inspiration.
- **Cosmic Countermelody.** Rename of Countercharm.
- **Secret Chord.** Rename of Magical Secrets.
- **Endless Encore.** Rename of Superior Inspiration.
- **Song of the Cosmos.** Rename of Words of Creation.

ICON CLASS FEATURES

As an Icon, you gain the following class features when you reach the specified Icon levels. These features are listed in the Icon Features table.

LEVEL 1: ICONIC INSPIRATION

You resonate with cosmic song to uplift and inspire those around you through your preferred means of expression. This inspiration is represented by your Iconic Inspiration die, which is a d6.

Using Iconic Inspiration. As a Bonus Action, you can inspire another creature within 60 feet of yourself who can see or hear you. That creature gains one of your Iconic Inspiration dice. A creature can have only one Iconic Inspiration die at a time.

Once within the next hour when the creature fails a D20 Test, the creature can roll the Iconic Inspiration die and add the number rolled to the d20, potentially turning the failure into a success. An Iconic Inspiration die is expended when it's rolled.

Number of Uses. You can confer an Iconic Inspiration die a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

At Higher Levels. Your Iconic Inspiration die changes when you reach certain Icon levels, as shown in the Iconic Die column of the Icon Features table. The die becomes a d8 at level 5, a d10 at level 10, and a d12 at level 15.

LEVEL 1: SPELLCASTING

Your ability to perceive and weave the Stardust Rhapsody allows you to cast spells. See the *D&D Beyond Basic Rules* for the rules on spellcasting. The information below details how you use those rules with Icon spells, which appear in the Icon spell list later in the class's description.

Cantrips. You know two Icon cantrips of your choice. *Dancing Lights* and *Vicious Mockery* are recommended.

Whenever you gain an Icon level, you can replace one of your cantrips with another cantrip of your choice from the Icon spell list.

When you reach Icon levels 4 and 10, you learn another Icon cantrip of your choice from the Icon spell list, as shown in the Cantrips column of the Icon features table.

Spell Slots. The Icon Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Icon Features

Level	Proficiency Bonus	Class Features	Iconic Die	Cantrips	Prepared Spells	Spell Slots per Spell Level								
						1	2	3	4	5	6	7	8	9
1	+2	Iconic Inspiration, Spellcasting	D6	2	4	2	—	—	—	—	—	—	—	—
2	+2	Expertise, Improvise	D6	2	5	3	—	—	—	—	—	—	—	—
3	+2	Icon Subclass	D6	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	D6	3	7	4	3	—	—	—	—	—	—	—
5	+3	Extended Set	D8	3	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	D8	3	10	4	3	3	—	—	—	—	—	—
7	+3	Cosmic Countermelody	D8	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	D8	3	12	4	3	3	2	—	—	—	—	—
9	+4	Expertise	D8	3	14	4	3	3	3	1	—	—	—	—
10	+4	Secret Chord	D10	4	15	4	3	3	3	2	—	—	—	—
11	+4	—	D10	4	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	D10	4	16	4	3	3	3	2	1	—	—	—
13	+5	—	D10	4	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	D10	4	17	4	3	3	3	2	1	1	—	—
15	+5	—	D12	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	D12	4	18	4	3	3	3	2	1	1	1	—
17	+6	—	D12	4	19	4	3	3	3	2	1	1	1	1
18	+6	Endless Encore	D12	4	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	D12	4	21	4	3	3	3	3	2	1	1	1
20	+6	Song of the Cosmos	D12	4	22	4	3	3	3	3	2	2	1	1

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Icon spell list. *Charm Person*, *Color Spray*, *Dissonant Whispers*, and *Healing Word* are recommended.

The number of spells on your list increases as you gain Icon levels, as shown in the Prepared Spells column of the Icon Features table. Whenever that number increases, choose additional spells from the Icon spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Icon, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Icon feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Icon spells for you.

Changing Your Prepared Spells. Whenever you gain an Icon level, you can replace one spell on your list with another Icon spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Icon spells.

Spellcasting Focus. You can use an Amplifier, Artist's Supplies, a Hypertech Component Pack, or a Musician's Instrument as a Spellcasting Focus for your Icon spells.

Level 2: Expertise

You gain Expertise (see the *D&D Beyond Basic Rules*) in two of your skill proficiencies of your choice. Performance and Persuasion are recommended if you have proficiency in them.

At Icon level 9, you gain Expertise in two more of your skill proficiencies of your choice.

Level 2: Improvise

You've picked up a range of experience with skills during your travels across the Rhapsody, even in ones you haven't formally practiced. You can add half your Proficiency Bonus (round down) to any ability check you make that uses a skill proficiency you lack and that doesn't otherwise use your Proficiency Bonus.

For example, if you make a Strength (Athletics) check and lack Athletics proficiency, you can add half your Proficiency Bonus to the check.

Level 3: Icon Subclass

You gain an Icon subclass of your choice. The Holostar and Remix subclasses are detailed after this class's description, and the Headbanger and Souljammer are detailed in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Icon levels. For the rest of your career, you gain each of your subclass's features that are of your Icon level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Icon levels 8, 12, and 16.

LEVEL 5: EXTENDED SET

Sometimes, the show must go on. You now regain all your expended uses of Iconic Inspiration when you finish a Short or Long Rest.

In addition, you can expend a spell slot (no action required) to regain one expended use of Iconic Inspiration.

LEVEL 7: COSMIC COUNTERMELODY

You can resonate with the cosmic song within those around you, drowning out malevolent influences before they can sway your audience. If you or a creature within 30 feet of you fails a saving throw against an effect that applies the Charmed or Frightened condition, you can take a Reaction to cause the save to be rerolled, and the new roll has Advantage.

LEVEL 10: SECRET CHORD

You have discovered hidden meaning within the song of creation. Whenever you reach an Icon level (including this level) and the Prepared Spells number in the Icon Features table increases, you can choose any of your new prepared spells from the Gridrunner, Icon, Oracle, and Primalist spell lists, and the chosen spells count as Icon spells for you (see a class's section for its spell list). In addition, whenever you replace a spell prepared for this class, you can replace it with a spell from those lists.

LEVEL 18: ENDLESS ENCORE

The thrill of a crowd or an important performance replenishes your creativity. When you roll Initiative, you regain expended uses of Iconic Inspiration until you have two if you have fewer than that.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see the D&D Beyond Basic Rules) or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

LEVEL 20: SONG OF THE COSMOS

You have mastered the overture and outro of the grand cosmic symphony. You therefore always have the *Power Word Heal* and *Power Word Kill* spells prepared. When you cast either spell, you can target a second creature with it if that creature is within 10 feet of the first target.

ICON SPELL LIST

This section presents the Icon spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component. Spells marked with a ⬬ appear in the Spells section of this playtest.

Some spells are given a suggested name to better fit the setting and this class. The standard spell name is given in parentheses.

CANTRIPS (LEVEL 0 ICON SPELLS)

SPELL	SCHOOL	SPECIAL
Befriend ⬬	Enchantment	C
Dancing Lights	Illusion	C
Deflection ⬬	Abjuration	C
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—
Minor Illusion	Illusion	—
Prestidigitation	Transmutation	—
Starry Wisp	Evocation	—
Thunder Blast ⬬	Evocation	—
True Strike	Divination	—
Vicious Mockery	Enchantment	—

LEVEL 1 ICON SPELLS

SPELL	SCHOOL	SPECIAL
Animal Friendship	Enchantment	—
Bane	Enchantment	C
Charm Person	Enchantment	—
Color Spray	Illusion	—
Comprehend Languages	Divination	R
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Dissonant Whispers	Enchantment	—
Faerie Fire	Evocation	C
Feather Fall	Transmutation	—
Healing Word	Abjuration	—
Heroism	Enchantment	C
Hideous Laughter	Enchantment	C
Identify	Divination	R, M
Illusory Script	Illusion	R, M
Longstrider	Transmutation	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Speak with Animals	Divination	R
Thunderwave	Evocation	—
Unseen Servant	Conjuration	R

LEVEL 2 ICON SPELLS

SPELL	SCHOOL	SPECIAL
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Blindness/Deafness	Transmutation	—
Calm Emotions	Enchantment	C
Detect Thoughts	Divination	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Enthrall	Enchantment	C
Harmonic Bond	Abjuration	—
Heat Metal	Transmutation	C
Hold Person	Enchantment	C
Inventory	Conjuration	—
Invisibility	Illusion	C
Knock	Transmutation	—
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R
Locate Object	Divination	C
Magic Mouth	Illusion	R, M
Minion Binding	Enchantment	C
Mirror Image	Illusion	—
Phantasmal Force	Illusion	C
See Invisibility	Divination	—
Shatter	Evocation	—
Silence	Illusion	C, R
Suggestion	Enchantment	C
Swirling Shards	Conjuration	C
Zone of Truth	Enchantment	—

LEVEL 3 ICON SPELLS

SPELL	SCHOOL	SPECIAL
Bestow Curse	Necromancy	C
Clairvoyance	Divination	C, M
Dispel Magic	Abjuration	—
Fear	Illusion	C
Glyph of Warding	Abjuration	M
Hitscan Enhancement	Transmutation	C
Hypnotic Pattern	Illusion	C
Major Image	Illusion	C
Mass Healing Word	Abjuration	—
Nondetection	Abjuration	M
Plant Growth	Transmutation	—
Sending	Divination	—
Slow	Transmutation	C
Somber Trance	Necromancy	R
Speak with Dead	Necromancy	—
Speak with Plants	Transmutation	—
Stinking Cloud	Conjuration	C
Tiny Hut	Evocation	R
Tongues	Divination	—

LEVEL 4 ICON SPELLS

SPELL	SCHOOL	SPECIAL
Charm Monster	Enchantment	—
Compulsion	Enchantment	C
Confusion	Enchantment	C
Dimension Door	Conjuration	—
Freedom of Movement	Abjuration	—
Greater Invisibility	Illusion	C
Hallucinatory Terrain	Illusion	—
Limning Starlight	Evocation	C
Locate Creature	Divination	C
Luminous Wind	Evocation	—
Phantasmal Killer	Illusion	C
Polymorph	Transmutation	C

LEVEL 5 ICON SPELLS

SPELL	SCHOOL	SPECIAL
Animate Objects	Transmutation	C
Awaken	Transmutation	M
Dominate Person	Enchantment	C
Dream	Illusion	—
Force of Majesty	Enchantment	C
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Hold Monster	Enchantment	C
Legend Lore	Divination	M
Mass Cure Wounds	Abjuration	—
Mislead	Illusion	C
Modify Memory	Enchantment	C
Planar Binding	Abjuration	M

SPELL	SCHOOL	SPECIAL
Psychic Storm	Enchantment	—
Raise Dead	Necromancy	M
Scrying	Divination	C, M
Seeming	Illusion	—
Telepathic Bond	Divination	R
Teleportation Circle	Conjuration	M

LEVEL 6 ICON SPELLS

SPELL	SCHOOL	SPECIAL
Eyebite	Necromancy	C
Find the Path	Divination	C, M
Guards and Wards	Abjuration	M
Heroes' Feast	Conjuration	M
Irresistible Dance	Enchantment	C
Mass Suggestion	Enchantment	—
Programmed Illusion	Illusion	M
True Seeing	Divination	M

LEVEL 7 ICON SPELLS

SPELL	SCHOOL	SPECIAL
Arcane Sword	Evocation	C, M
Forcecage	Evocation	C, M
Magnificent Mansion	Conjuration	M
Mirage Arcane	Illusion	—
Overtone Shift (Etherealness)	Conjuration	—
Power Word Vitalize	Enchantment	—
Prismatic Spray	Evocation	—
Project Image	Illusion	C, M
Regenerate	Transmutation	—
Resurrection	Necromancy	M
Symbol	Abjuration	M
Teleport	Conjuration	—

LEVEL 8 ICON SPELLS

SPELL	SCHOOL	SPECIAL
Antipathy/Sympathy	Enchantment	—
Befuddlement	Enchantment	—
Dominate Monster	Enchantment	C
Glibness	Enchantment	—
Mind Blank	Abjuration	—
Power Word Stun	Enchantment	—

LEVEL 9 ICON SPELLS

SPELL	SCHOOL	SPECIAL
Foresight	Divination	—
Power Word Heal	Enchantment	—
Power Word Kill	Enchantment	—
Prismatic Wall	Abjuration	—
True Polymorph	Transmutation	C

ICON SUBCLASSES

An Icon subclass is a specialization that grants you features at certain Icon levels, as specified in the subclass. This section presents the Holostar and Remix subclasses. The Headbanger and Souljammer subclasses appear in the *Overdrive Expansion*.

HOLOSTAR

Dazzle the Audience with a Glamorous Hologram

Glitz and glamour are everything to Holostars, who command the stage and captivate audiences with the help of colorful holograms that perform alongside them. These Icons channel their star power through their holographic projections to dazzle friends and foes alike. Many Holostars are pop or glam musicians, while others use their holograms to elevate their craft as reporters, fashion icons, visual artists, and other larger-than-life entertainers.

LEVEL 3: PRISMATIC HOLOGRAM

You can create colorful holograms that become extensions of your cosmic song. As a Bonus Action, or as part of the same Bonus Action you use to grant an Iconic Inspiration die, you can conjure a Medium or smaller hologram within 30 feet of you. You decide the hologram's form, but it is obviously a holographic image.

The hologram persists for 1 minute. For the duration, you can use the benefits below. Once you use this feature to create a hologram, you can't do so again until you finish a Short or Long Rest.

Backup. You can cast spells as though you were in the hologram's space, but you must use your own senses.

Harmonize. When a creature you can see within 30 feet of the hologram succeeds or fails on a D20 Test, you can take a Reaction to roll 1d4 and add it to or subtract it from the total (your choice), potentially changing the result.

Moonwalk. As a Bonus Action, you can move the hologram up to 30 feet to a space you can see within 120 feet of yourself.

Spotlight. When you create the hologram, you can cause it to shed Bright Light or Dim Light up to 20 feet, or no light, and you can change this selection once on each of your turns if you don't have the Incapacitated condition.

LEVEL 3: GLITZ AND GLAMOUR

You can command the stage and captivate your audience with your glam. You know the *Minor Illusion* cantrip. If you already know it, you learn a different Icon cantrip of your choice. The cantrip doesn't count against your number of cantrips known. Additionally, you always have the *Enthrall* and *Silent Image* spells prepared, and you gain the following benefits.

Lightshow. When you cast *Silent Image*, you can modify the spell so it doesn't require Concentration. If you do so, the spell's duration becomes 10 minutes for that casting. Once you use this benefit, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending one use of your Iconic Inspiration (no action required).

Starstruck. When you cast *Enthrall*, creatures you or your companions are fighting don't automatically succeed on the saving throw against the spell.

Holostar Icon

LEVEL 6: DAZZLING DISPLAY

You and your hologram synchronize while captivating your audience. You always have *Hypnotic Pattern* prepared. When you cast the spell, you can exclude any number of creatures of your choice from the spell's effects.

Additionally, if either you or your hologram are within the Cube and you are within 60 feet of each other, you can take a Bonus Action to teleport, switching places with the hologram.

LEVEL 14: HOLO-HEADLINER

You shine with star power, and your hologram perfectly duets your performance. When you grant a creature an Iconic Inspiration die, you can cause your hologram to also grant a die to a creature within 60 feet of it that can see or hear it (you can choose yourself).

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

REMIX

Flow Freely with Rhythm, Speed, and Style

Remixes are the champions of free expression, constantly reinventing rhythms that keep their movement and magic flowing. They set the tempo of every scrap, pumping up allies and throwing enemies off beat. Many of these Icons express themselves through hip-hop, funk, or electronic music, but others find their rhythm through graffiti, breakdancing, parkour, and various styles of street art.

LEVEL 3: UPBEAT AURA

You keep your allies pumped up with your energetic rhythms. As a Magic action, or as part of the Magic action you use to cast a spell, you can expend a use of Iconic Inspiration to emit a thumping aura in a 30-foot Emanation originating from you. The aura can be heard up to 300 feet away and lasts for 1 minute, until you have the Incapacitated condition, or until you dismiss it (no action required). While the aura is active, you have the following benefits.

Flow State. Your movement doesn't provoke Opportunity Attacks.

Glide Roll. You and your allies in the aura have Advantage on Dexterity saving throws.

Tempo Tag. Once per turn, when you move to a space within 5 feet of an enemy, you can tag it until the end of your next turn. While tagged, the target's Speed is reduced by 20 feet. If the target takes damage, the tag ends early, and the target takes Psychic damage equal to one roll of your Iconic Inspiration die.

LEVEL 3: FEEL THE RHYTHM

Your inspiration has a flowing rhythm. While a creature has one of your Iconic Inspiration dice, its Speed is increased by 10 feet, and Opportunity Attacks against that creature have Disadvantage.

LEVEL 6: PUMP IT UP

Your beats get more energetic. While your Upbeat Aura is active, you gain the following benefits.

Louder. The size of the Emanation of your Upbeat Aura increases to 60 feet.

Double Time. You and your allies within the aura can take the Dash action as a Bonus Action.

Record Scratch. When a creature tagged by your Upbeat Aura makes an attack roll, you can take a Reaction to reduce the total by one roll of your Iconic Inspiration die.

LEVEL 14: REMIX REALITY

You can now effortlessly remaster the rhythms of the cosmic song. You gain the following benefits.

Groove and Grind. You and your allies in your Upbeat Aura ignore Difficult Terrain.

Wallride. You can move along vertical surfaces and across liquids on your turn without falling during the movement.

Drop the Beat. You can take a Magic action to target up to two enemies in your aura. A target must make a Constitution saving throw against your spell save DC. On a failed save, the target has the Stunned condition until the end of your next turn. On a successful save, its Speed is halved until the end of your next turn, and it has Disadvantage on the next attack roll it makes during that time. Once you use this benefit, you can't use it again until you finish a Long Rest unless you expend a level 5+ spell slot (no action required) to restore your use of it.

Remix Icon

CLASS

JUGGERNAUT

An Unstoppable Hulk of Kinetic Might

CORE JUGGERNAUT TRAITS

Primary Ability	Strength
Hit Point Die	D12 per Juggernaut level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	*Choose 2:* Athletics, History, Intimidation, Medicine, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	*Choose A or B:* (A) Concussion Maul, Hand Cannon, 20 Shells, Power Cell, Magazine, Outrunner's Pack, and ₰460; or (B) ₰6,500

Juggernauts are shockingly resilient bruisers who charge headfirst into battle, ripping through walls and smashing their enemies. Their supernatural strength and endurance are fueled by a reservoir of concentrated kinetic energy called Surge that continually builds up within their core. By utilizing this force throughout their bodies, Juggernauts can push their physical forms beyond the limits of what should be possible.

A Juggernaut's power manifests when the kinetic force that radiates throughout the galaxy inexplicably coalesces into a single body. This usually occurs at birth, although their abilities typically remain dormant until childhood or adolescence. Some activate later in life, when a near-death experience ignites their kinetic reservoir and forces their body to surge beyond its limits to survive.

Many Juggernauts are drawn to gritty and dangerous lines of work, proving extremely valuable in security forces or criminal organizations. Occasionally, they can be found using their supernatural resilience and raw strength to help others in crisis response or search-and-rescue. A rare few become single-minded in discovering just how far beyond their limits they can push their bodies.

BECOMING A JUGGERNAUT

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Juggernaut Traits table.
- Gain the Juggernaut's level 1 features, which are listed in the Juggernaut Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Juggernaut Traits table: Hit Point Die, proficiency with Martial weapons, and training with Shields.
- Gain the Juggernaut's level 1 features, which are listed in the Juggernaut Features table.

NEON BARBARIAN: THE JUGGERNAUT

Juggernaut is the Neon Odyssey expression of Barbarian. Its adjusted features are:

- **Skill Proficiencies.** Adds History and Medicine to the list of choices and removes Animal Handling and Nature from it.
- **Hardened Form.** Rename of Unarmored Defense.
- **Surge.** Rename of Rage, and it allows a choice of damage Resistances. Any feature that references Rage now references Surge instead.
- **Amplified Reflexes.** Rename of Danger Sense.
- **Unstable Assault.** Rename of Reckless Attack.
- **Augmented Intuition.** Rename of Primal Knowledge, and it adds Medicine to the list of affected skills.
- **Driving Momentum.** Rename of Fast Movement.
- **Acceleration Burst.** Rename of Instinctive Pounce.
- **Heightened Awareness.** Rename of Feral Instinct.
- **Kinetic Impact.** Rename of Brutal Strike.
- **Unstoppable Force.** Rename of Relentless Rage.
- **Kinetic Expansion.** Rename of Improved Brutal Strike.
- **Surging Core.** Rename of Persistent Rage.
- **Kinetic Overload.** Rename of Improved Brutal Strike (level 17).
- **Overcharged Might.** Rename of Indomitable Might.
- **Shattered Limits.** New feature that incorporates the function of Primal Champion and adds a new benefit, Kinetic Detonation.

JUGGERNAUT CLASS FEATURES

As a Juggernaut, you gain the following class features when you reach the specified Juggernaut levels. These features are listed in the Juggernaut Features table.

LEVEL 1: HARDENED FORM

Your flesh increases in hardness and density. While you aren't wearing any armor, your base Armor Class equals 10 plus your Dexterity and Constitution modifiers. You can use a Shield and still gain this benefit.

LEVEL 1: SURGE

Your core contains an inner power called Surge. Unleashing it pushes you to exceed your normal limits, augmenting your body with kinetic force to grant you unbound strength and endurance. You can activate it as a Bonus Action if you aren't wearing Heavy armor.

You can activate your Surge the number of times shown for your Juggernaut level in the Surges column of the Juggernaut Features table. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

While active, your Surge follows the rules below.

Damage Resistance. You have Resistance to three damage types of your choice from the following list (choose when you activate Surge): Bludgeoning, Fire, Lightning, Piercing, Radiant, Slashing.

Surge Damage. When you make an attack using Strength—with either a weapon or an Unarmed Strike—and deal damage to the target, you gain a bonus to the damage

JUGGERNAUT FEATURES

LEVEL	PROFICIENCY BONUS	CLASS FEATURES	SURGES	SURGE DAMAGE	WEAPON MASTERY
1	+2	Hardened Form, Surge, Weapon Mastery	2	+2	2
2	+2	Amplified Reflexes, Unstable Assault	2	+2	2
3	+2	Augmented Intuition, Juggernaut Subclass	3	+2	2
4	+2	Ability Score Improvement	3	+2	3
5	+3	Driving Momentum, Extra Attack	3	+2	3
6	+3	Subclass feature	4	+2	3
7	+3	Acceleration Burst, Heightened Awareness	4	+2	3
8	+3	Ability Score Improvement	4	+2	3
9	+4	Kinetic Impact	4	+3	3
10	+4	Subclass feature	4	+3	4
11	+4	Unstoppable Force	4	+3	4
12	+4	Ability Score Improvement	5	+3	4
13	+5	Kinetic Expansion	5	+3	4
14	+5	Subclass feature	5	+3	4
15	+5	Surging Core	5	+3	4
16	+5	Ability Score Improvement	5	+4	4
17	+6	Kinetic Overload	6	+4	4
18	+6	Overcharged Might	6	+4	4
19	+6	Epic Boon	6	+4	4
20	+6	Shattered Limits	6	+4	4

that increases as you gain levels as a Juggernaut, as shown in the Surge Damage column of the Juggernaut Features table.

Strength Advantage. You have Advantage on Strength checks and Strength saving throws.

No Concentration or Spells. You can't maintain Concentration, and you can't cast spells.

Duration. The Surge lasts until the end of your next turn, and it ends early if you don Heavy armor or have the Incapacitated condition. If your Surge is still active on your next turn, you can extend the Surge for another round by doing one of the following:

- Make an attack roll against an enemy.
- Force an enemy to make a saving throw.
- Take a Bonus Action to extend your Surge.

Each time the Surge is extended, it lasts until the end of your next turn. You can maintain a Surge for up to 10 minutes.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial Melee weapons or Ranged weapons with the Braced property of your choice, such as Breaker Axes and Hand Cannons. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Juggernaut levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Juggernaut Features table.

LEVEL 2: AMPLIFIED REFLEXES

Your nerves crackle with kinetic energy, allowing you to instantly react when danger presents itself. You have Advantage on Dexterity saving throws unless you have the Incapacitated condition.

LEVEL 2: UNSTABLE ASSAULT

You can strike with such overwhelming kinetic force that your form temporarily loses stability. When you make your first attack roll on your turn, you can decide to attack with unstable kinetic force. Doing so gives you Advantage on attack rolls using Strength until the start of your next turn, but attack rolls against you have Advantage during that time.

LEVEL 3: AUGMENTED INTUITION

You can focus the power coursing through you, honing your agility, bearing, and senses. You gain proficiency in another skill of your choice from the skill list available to Juggernauts at level 1.

In addition, while your Surge is active, you can channel inner power when you attempt certain tasks; whenever you make an ability check using one of the following skills,

you can make it as a Strength check even if it normally uses a different ability: Acrobatics, Intimidation, Medicine, Perception, Stealth, or Survival.

LEVEL 3: JUGGERNAUT SUBCLASS

You gain a Juggernaut subclass of your choice. The Rampager and Scrapper subclasses are detailed after this class's description, and the Eternal and Mutant are detailed in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Juggernaut levels. For the rest of your career, you gain each of your subclass's features that are of your Juggernaut level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see *The D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Juggernaut levels 8, 12, and 16.

LEVEL 5: DRIVING MOMENTUM

The kinetic energy that fills your body drives you forward even faster. Your Speed increases by 10 feet while you aren't wearing Heavy armor.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 7: ACCELERATION BURST

You channel your Surge into a sudden burst of speed. As part of the Bonus Action you take to activate your Surge, you can move up to half your Speed.

LEVEL 7: HEIGHTENED AWARENESS

Your internal power elevates your awareness so that you have Advantage on Initiative rolls.

LEVEL 9: KINETIC IMPACT

Your Surge courses through your strikes to hit foes with devastating effect. If you use Unstable Assault, you can forgo any Advantage on one Strength-based attack roll of your choice on your turn. The chosen attack roll mustn't have Disadvantage. If the chosen attack roll hits, the target takes an extra 1d10 damage of the same type dealt by the weapon or Unarmed Strike, and you can cause one Kinetic Impact effect of your choice. You have the following options.

Disrupt Momentum. The target's Speed is reduced by 15 feet until the start of your next turn. A target can be affected by only one Disrupt Momentum at a time—the most recent one.

Repelling Force. The target is pushed 15 feet straight away from you. You can then move up to half your Speed straight toward the target without provoking Opportunity Attacks.

LEVEL 11: UNSTOPPABLE FORCE

Your unbound body refuses to die. If you drop to 0 Hit Points while your Surge is active and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, your Hit Points instead change to a number equal to twice your Juggernaut level.

Each time you use this feature after the first, the DC increases by 5. When you finish a Short or Long Rest, the DC resets to 10.

LEVEL 13: KINETIC EXPANSION

The kinetic power within you radiates like a field to be felt by those around you. The following effects are now among your Kinetic Impact options.

Dazing Impact. The target has Disadvantage on the next saving throw it makes, and it can't make Opportunity Attacks until the start of your next turn.

Fracture Defenses. Before the start of your next turn, the next attack roll made by another creature against the target gains a +5 bonus to the roll. An attack roll can gain only one Fracture Defenses bonus.

LEVEL 15: SURGING CORE

The reservoir of Surge at your core is nearly limitless. When you roll Initiative, you can regain all expended uses of Surge. After you regain uses of Surge in this way, you can't do so again until you finish a Long Rest.

In addition, your Surge is so potent that it now lasts for 10 minutes without you needing to do anything to extend it from round to round. Your Surge ends early if you have the Unconscious condition (not just the Incapacitated condition) or don Heavy armor.

LEVEL 17: KINETIC OVERLOAD

You overload your Surge into every strike. The extra damage of your Kinetic Impact increases to 2d10. In addition, you can use two different Kinetic Impact effects whenever you use your Kinetic Impact feature.

LEVEL 18: OVERCHARGED MIGHT

The baseline of kinetic energy in your body has reached new heights. If your total for a Strength check or Strength saving throw is less than your Strength score, you can use that score in place of the total.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see *The D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

LEVEL 20: SHATTERED LIMITS

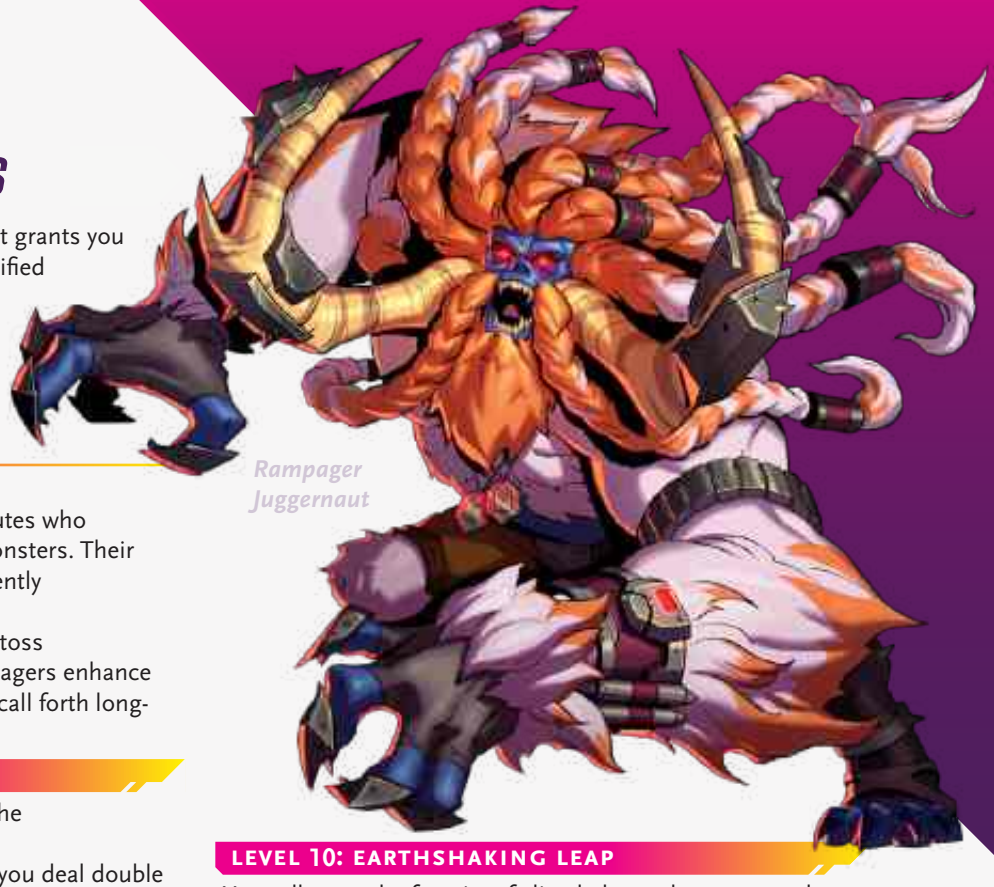
You have fully broken the limits of your body, and your kinetic power is unleashed. You gain the following benefits.

Body Unbound. Your Strength and Constitution scores increase by 4, to a maximum of 25.

Kinetic Detonation. The extra damage of your Kinetic Impact increases to 3d10.

JUGGERNAUT SUBCLASSES

A Juggernaut subclass is a specialization that grants you features at certain Juggernaut levels, as specified in the subclass. This section presents the Rampager and Scrapper subclasses. The Eternal and Mutant subclasses appear in the *Overdrive Expansion*.



Rampager Juggernaut

RAMPAGER

Unleash Devastation as an Alien Behemoth

Rampagers are the ultimate unstoppable brutes who embody the destructive ferocity of titanic monsters. Their Surge becomes an overwhelming force, violently changing them into hulking behemoths that can obliterate all obstacles in their path and toss enemies around like playthings. Many Rampagers enhance the alien traits of their species, while others call forth long-dormant biology of monstrous titans.

LEVEL 3: RAMPAGING DESTRUCTION

You are a monster of devastation. You gain the following benefits.

Smash Apart. While your Surge is active, you deal double damage to objects or structures. Additionally, when you use Unstable Assault, the first time you hit with an attack roll using Strength during that turn you can deal extra Force damage to the target. The extra damage is a number of d4s equal to your Surge Damage bonus.

Titanic Surge. When you activate your Surge, you can change your size to Large if you're in a big enough space. This transformation lasts for the duration of the Surge.

While your Surge is active, you can use an object you're holding or creature you're grappling as a Martial melee weapon with the Heavy and Two-Handed properties, provided it is Medium, Large, or Huge. On a hit, the weapon deals 2d6 Bludgeoning damage, and if the weapon is a creature, it takes Bludgeoning damage equal to your Strength modifier plus your Surge Damage bonus.

LEVEL 6: MONSTROUS CHARGE

Your rampaging energies smash obstacles out of your path. While your Surge is active, you gain the following benefits.

Crash Through. Once per turn, you can move through an object no larger than a 10-foot Cube. An unfixed object is pushed aside, and a fixed one is broken or bent out of your way. You can break through a wall or portion of a larger object with a successful DC 20 Strength (Athletics) check. Objects and barriers without Hit Points, such as a *Wall of Force*, can't be broken this way.

Shattered Chains. You automatically succeed on D20 Tests to avoid or end the Restrained condition.

Toss Aside. You can move through a Hostile creature's space as though it were Difficult Terrain. When you enter an enemy's space, it must succeed on a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or be pushed 5 feet away from you and have the Prone condition. A creature makes this save only once per turn.

LEVEL 10: EARTHSHAKING LEAP

You call upon the ferocity of alien behemoths to move about destructively. When you activate your Surge, or as a Bonus Action while your Surge is active, you can leap up to your Speed to an unoccupied space you can see. When you land, each creature in a 10-foot Emanation originating from you must make a Constitution saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). Roll a number of d10s equal to your Surge Damage bonus. On a failed save, a target takes Force damage equal to the number rolled. On a successful save, it takes half as much damage.

LEVEL 14: ROARING DEVASTATION

You can let out a savage roar to unleash your monstrous Surge in devastating waves. When you activate your Surge, or when you take a Bonus Action to maintain it for another round, you can unleash a blast wave in a 20-foot Emanation originating from you. Each creature in that area must make a Constitution saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, a target takes 4d6 Force damage and has the Prone condition. On a successful save, it takes half as much damage only.

Once the Surge ends, you can't use this feature again until you finish a Long Rest unless you expend a use of your Surge (no action required) to restore your use of it.

SCRAPPER

Turn Junk into Improvised Mechanical Mayhem

Scrappers are Juggernauts who build ramshackle gear and weapons out of scrap, forcing their crude inventions to function through sheer will alone. They can channel their Surge into their creations to unleash chaotic effects and ensure they always have the right tool for the situation. Scrappers thrive in junkyards, wastelands, rundown city slums, and wherever else they can find rampant scrap and violence.

LEVEL 3: JUNKER

You have a scrappy mind and know how to create make-shift equipment out of otherwise useless junk. You gain the following benefits.

Scrappy Tinker. You gain a set of Mechanic's Tools, and you are proficient with them.

Gritty Survivor. When a Scrapper feature requires a saving throw, the DC is 8 plus your Strength modifier and Proficiency Bonus.

Junk-Rigger. With 1 minute of work using Mechanic's Tools, you can cobble together simple, working tech out of scrap or spare parts. You can fashion: a single piece of nonmagical outrunning gear worth no more than ₰500, 40 Bullets or 20 Shells in a Magazine, a Simple weapon, a suit of Light or Medium armor, or a Shield. The item created is obviously constructed from junk and has no monetary value. Additionally, the item's construction is temporary, and it falls apart when you finish a Short or Long Rest or when you create another item with this feature.

LEVEL 3: SCRAP MODDER

You upgrade your gear with scrap mods and force them to function through the force of your Surge. While your Surge is active and you're holding a Simple or Martial weapon, you can use the options presented below.

You can use this feature a number of times equal to your Strength modifier (minimum of once). You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

Junkerbuss. When you take the Attack action on your turn, in place of one attack, you can unleash a blast of red-hot scrap in a 30-foot Cone. Each creature in that area must make a Dexterity saving throw. Roll a number of d8s equal to your Surge Damage bonus. On a failed save, a target takes Fire damage equal to the total rolled and begins burning. On a successful save, it takes half as much damage only.

Scrapburst. Once on each of your turns, when you hit with an attack roll using a Melee weapon, you can deal an extra 1d8 Thunder damage to the target. When you do so, you can activate the Push or Topple mastery property in addition to another property you're using. The Thunder damage increases by 1d8 when you reach Juggernaut levels 9 (2d8) and 16 (3d8).

LEVEL 6: JUNKYARD INGENUITY

You can scrap together improvised tools to survive the deadly chaos around you. You gain one of the following options of your choice. When you finish a Long Rest, you can choose a different option. You can activate the chosen option as part of the Bonus Action you take to activate or maintain your Surge.

Dragline. While holding a weapon, you can fire a hook and chain at a creature, object, or surface you can see within a range equal to your Speed. If the target is a creature up to one size larger than you, it must succeed on a Strength saving throw or have the Grappled condition and be pulled to the nearest unoccupied space to you (you can maintain the grapple without a free hand while holding the weapon). If the target is an object up to one size larger than you, it is automatically pulled in the same way.

If the target is larger than you or is a point on a surface, you can instead pull yourself to the nearest unoccupied space to the target.

Boombounce. You slam a weapon you're holding into the ground and immediately jump as if you had a running start, and your jump distance is doubled. You can choose a number of allies up to your Strength modifier (minimum of one creature) within 10 feet of you to jump the same distance you do.

LEVEL 10: RUSTY SPIKES

You graft jagged scrap bits to your clothing or armor. When a creature hits you with an attack roll, you can take a Reaction to reduce the damage you take by 2d6. If the triggering attack was a melee attack, the attacker takes an equal amount of Piercing damage.

LEVEL 14: FURY OF THE ROAD

Your Surge now infuses nearby junk to bear you into battle. When you activate your Surge, or as a Bonus Action while your Surge is active, you can magically create a **Cruising Bike** in an unoccupied space within 10 feet of you. The bike remains until it is reduced to 0 Hit points, you create another bike with this feature, your Surge ends, or you die. You gain proficiency with the bike for the duration of your Surge if you don't already have it.

When you move within 5 feet of a creature while riding the bike, you can deal 3d6 Slashing damage to it. A creature takes this damage only once per turn.

As a Magic action while the bike exists, you can cause it to detonate. When you do, it explodes in a 30-foot Sphere. Each creature in that area makes a Dexterity saving throw, taking 5d6 Fire damage and 5d6 Piercing damage on a failed save or half as much damage on a successful one.

Once you create a bike with this feature, you can't do so again until you finish a Long Rest unless you expend a use of your Surge (no action required) to restore your use of it.

CLASS

MACHINIST

An Ingenious Builder of Mechanical Marvels

CORE MACHINIST TRAITS

Primary Ability	Intelligence
Hit Point Die	D8 per Machinist level
Saving Throw Proficiencies	Constitution and Intelligence
Skill Proficiencies	*Choose 2:* Arcana, Computers, History, Investigation, Medicine, Nature, Perception, Sleight of Hand, or Technology
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Bypass Tools, Mechanic's Tools, and one type of Crafter's Tools of your choice
Armor Training	Light and Medium armor and Shields
Starting Equipment	*Choose A or B:* (A) Medium Armor Suit, Combat Knife, Laser Carbine, 2 Power Cells, Bypass Tools, Mechanic's Tools, Technician's Pack, and ₰320; or (B) ₰8,500

Machinists are brilliant engineers and inventors who stand at the cutting edge of technology in the Stardust Rhapsody. With crafty minds and expertise in a wide variety of tools, they create wonders of Hypertech, machinery so advanced that it can perform feats of magic. They can effortlessly construct mundane technology to ensure they always have the right gadget for the job or specialize their trade from perfecting deadly weaponry to giving life to helpful robot assistants.

As proficient practitioners in technomancy, they are in some ways counterparts to Gridrunners, with spells executed through complex systems of hardware as opposed to the ephemeral nature of software that underlies the galaxy. Similarly dedicated to intellectual pursuits, most Machinists are persistent innovators and dedicate their lives to developing new schematics and pushing the limits of Hypertech with bold ideas and novel modifications.

Machinists are a critical part of nearly every industry and technological discipline across the galaxy and can be found in a wide variety of workshops, from the rusty garage of a solo street mechanic to the sleek laboratory of an interstellar corporation. Wherever there is necessity that technology can solve, Machinists bring the invention to improve life throughout the Stardust Rhapsody.

BECOMING A MACHINIST

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Machinist Traits table.
- Gain the Machinist's level 1 features, which are listed in the Machinist Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Machinist Traits table: Hit Point Die, proficiency with Mechanic's Tools, proficiency in one skill of your choice from the Machinist's skill list, and training with Light and Medium armor and Shields.
- Gain the Machinist's level 1 features, which are listed in the Machinist Features table. See the multiclassing rules in the *D&D Beyond Basic Rules* to determine your available spell slots, adding half your Machinist levels (round up).

MACHINIST CLASS FEATURES

As a Machinist, you gain the following class features when you reach the specified Machinist levels. These features are listed in the Machinist Features table.

LEVEL 1: SPELLCASTING

You have learned to cast spells through technology and mechanical craftwork. See the *D&D Beyond Basic Rules* for the rules on spellcasting. The information below details how you use those rules with Machinist spells, which appear in the Machinist spell list later in the class's description.

Tools Required. You cast your Machinist spells through tools and technology. Your Machinist spells don't have a *V* component. Additionally, you can use Bypass Tools, Mechanic's Tools, or another kind of Crafter's Tools with which you have proficiency as a Spellcasting Focus, and you must have a focus in hand when you cast a Machinist spell (meaning the spell has an *M* component when you cast it).

Cantrips. You know two Machinist cantrips of your choice. *Disruption* and *Prestidigitation* are recommended.

Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Machinist cantrip of your choice.

When you reach Machinist levels 10 and 14, you learn another Machinist cantrip of your choice, as shown in the Cantrips column of the Machinist features table.

Spell Slots. The Machinist Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Machinist spells. *Detect Magic* and *Grease* are recommended.

The number of spells on your list increases as you gain Machinist levels, as shown in the Prepared Spells column of the Machinist Features table. Whenever that number increases, choose additional Machinist spells until the number of spells on your list matches the number in the Machinist Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Machinist, your list of prepared spells can include six Machinist spells of level 1 or 2 in any combination.

If another Machinist feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Machinist spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Machinist spells for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Machinist spells.

Machinist Features

Level	Proficiency Bonus	Class Features	Schematics Known	Cantrips	Prepared Spells	Spell Slots per Spell Level				
						1	2	3	4	5
1	+2	Spellcasting, Invention Specialist, Manufacture	—	2	2	2	—	—	—	—
2	+2	Hypertech Schematics, Rapid Repair	3	2	3	2	—	—	—	—
3	+2	Machinist Subclass, Spark of Innovation	3	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	4	2	5	3	—	—	—	—
5	+3	Spark of Innovation (level 3 spell), Subclass feature	4	2	6	4	2	—	—	—
6	+3	Hypertech Experimentation	5	2	6	4	2	—	—	—
7	+3	Divert Energy, Spark of Innovation (level 4 spell)	5	2	7	4	3	—	—	—
8	+3	Ability Score Improvement	6	2	7	4	3	—	—	—
9	+4	Spark of Innovation (level 5 spell), Subclass feature	6	2	9	4	3	2	—	—
10	+4	Specialist Expansion	7	3	9	4	3	2	—	—
11	+4	Spark of Innovation (level 6 spell)	7	3	10	4	3	3	—	—
12	+4	Ability Score Improvement	8	3	10	4	3	3	—	—
13	+5	Spark of Innovation (level 7 spell)	8	3	11	4	3	3	1	—
14	+5	Repair Recharge	9	4	11	4	3	3	1	—
15	+5	Spark of Innovation (level 8 spell), Subclass feature	9	4	12	4	3	3	2	—
16	+5	Ability Score Improvement	10	4	12	4	3	3	2	—
17	+6	—	10	4	14	4	3	3	3	1
18	+6	Specialist Culmination	11	4	14	4	3	3	3	1
19	+6	Epic Boon	11	4	15	4	3	3	3	2
20	+6	Machine Perfection	12	4	15	4	3	3	3	2

Level 1: Invention Specialist

You focused your technological invention to the specialty of your choice. Later features provide upgrades to your chosen specialty.

Armory. You gain proficiency with Martial weapons and training with Heavy armor. You can use Intelligence in place of Strength or Dexterity for attack rolls, damage rolls, and the Heavy property for weapons, and you can use Intelligence to meet the Strength requirement of Heavy armor.

Hypertech. You know two extra cantrips from the Machinist spell list. In addition, choose one of the following skills in which you have proficiency: Arcana Computers, Investigation, or Technology. You have Expertise in the chosen skill.

Robotics. You always have the *Autonomous Assistant* spell prepared and can cast it as a Magic action without expending a spell slot.

When you cast the spell in this way, you choose one of the normal forms for your assistant or one of the following special forms: **Omnibot** or **Spy Drone**. The assistant appears robotic.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow a special form assistant to make one attack of its own with its Reaction.

Level 1: Manufacture

You can quickly manufacture simple devices. When crafting an item, the time required to do so is halved, and you know the *Mending* cantrip.

Additionally, as a Magic action while holding Mechanic's Tools, you can create one item in your hand or in an unoccupied space within 5 feet of you. You can create a piece of nonmagical outrunning gear worth ₰500 or less or choose a suggested item from the list below. When you reach Machinist level 10, the maximum value increases to ₰2,000.

Belt Pack	Grav Spikes	Rucksack
Camera	Handcuffs	Sleeping Bag
Canteen	Hauling Pulley	Steel Bearings
Collapsible Pole	Lighter	Steel Chain
Cord	Mesh Net	Synth Line
Flashlight	Motion Sensor	Thermal Blanket
Fuel Oil	Power Cell	Utility Jug
Grapnel	Pry Bar	Vial, Glass

See the rules for the item in the Equipment section. The item lasts until you finish a Long Rest, at which point it vanishes. If the item uses a Power Cell, it appears with a fully charged cell that vanishes when removed.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 2: HYPERTECH SCHEMATICS

You have developed and refined Hypertech Schematics, blueprints that allow you to fuse magic and technology to enhance devices and objects, adding hypertech magic to existing equipment or magic items. You gain three schematics of your choice, such as Focus Amplifier, Hypertech Resonator, and Shield Upgrade. Schematics are described in the "Hypertech Schematics Options" section later in this class's description.

You can't pick the same schematic more than once unless its description says otherwise.

Prerequisites. If a schematic has a prerequisite, you must meet it to learn that schematic. For example, if a schematic requires you to be a Level 5+ Machinist, you can select the schematic once you reach Machinist level 5.

Gear. Each schematic has a Gear entry showing what equipment the schematic can be used to enhance. The gear provides the schematic's benefit. If it lists "Device," you can use the schematic to create a device that a creature must hold or wear (either, unless the schematic specifies one or the other) to gain the schematic's benefits. A device is a Tiny object with AC 17, HP 5, and Immunity to Poison and Psychic damage. A created device vanishes when the schematic ends.

Using Schematics. When you finish a Short or Long Rest, you can use a number of schematics equal to your Intelligence modifier (minimum of one) to create or upgrade a piece of gear, which becomes a magic item for the duration of the schematic if it wasn't already. Each schematic can affect only one item at a time, and you can end the effect of a schematic as a Magic action. If you die, any schematics end after 1d4 days. If a schematic requires Attunement, you or a creature of your choice can touch the item and attune to it immediately when you apply the schematic. Other than the time required, the creature must meet all other requirements to attune the item.

Replacing and Gaining Schematics. Whenever you gain a Machinist level, you can replace one of your schematics with another one for which you qualify. You can't replace a schematic if it's a prerequisite for another one that you have. When you replace a schematic, any ongoing effects of that schematic end immediately.

When you gain certain Machinist levels, you gain more schematics of your choice, as shown in the Schematics Known column of the Machinist Features table.

LEVEL 2: RAPID REPAIR

You have a knack for swiftly repairing damage to constructed objects and creatures through targeted technomancy. You have a pool of repair dice (d6s) equal to twice your Intelligence modifier (minimum of 2).

As a Bonus Action while holding tools you can use as a Spellcasting Focus, you can repair one Construct, object, structure, or vehicle you can see within 30 feet of yourself. Expend and roll any number of repair dice from the pool and restore a number of Hit Points equal to the total. Your pool regains all expended dice when you finish a Long Rest.

LEVEL 3: MACHINIST SUBCLASS

You gain a Machinist subclass of your choice. The Gravgunner and Riveter subclasses are detailed after this class's description. The Boomdoctor and Botnik subclasses appear in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Machinist levels. For the rest of your career, you gain each of your subclass's features that are of your Machinist level or lower.

LEVEL 3: SPARK OF INNOVATION

Your flare for technical experimentation allows you to invent Hypertech wonders. You can cast a Machinist spell of up to level 2 without expending a spell slot and without having the spell prepared. Once you use this feature, you can't use it again until you finish a Long Rest.

When you reach a Machinist level specified in the Spark of Innovation Spells table, you can choose from the listed spells of that level instead.

Spark of Innovation Spells

Machinist Level	Spells
5	*Protection from Energy*, *Stinking Cloud*
7	*Arcane Eye*, *Fabricate*
9	*Animate Objects*, *Creation*
11	*Contingency*, *Disintegrate*
13	*Forcecage*, *Symbol*
15	*Incendiary Cloud*, *Power Word Stun*

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Machinist levels 8, 12, and 16.

LEVEL 6: HYPERTECH EXPERIMENTATION

You can now swiftly alter your Hypertech Schematics in the moment. As a Magic action, you can use one of your Hypertech Schematics to enhance or create a piece of gear as if you finished a Short or Long Rest. You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. You can also regain one use of it by expending a spell slot (no action required).

LEVEL 7: DIVERT ENERGY

You've learned to repurpose your repairing energies into bolstering yourself or your allies. When you or a creature you can see within 30 feet of you fails a saving throw or is hit by an attack roll, you can take a Reaction and expend one of your Rapid Repair dice. Roll and add it to the target's saving throw or AC as appropriate to the trigger, potentially turning a failure into a success or causing the attack to miss.

LEVEL 10: SPECIALIST EXPANSION

You discover an advanced technique that upgrades your chosen invention specialty.

Armory. Once on each of your turns when you hit a creature with an attack roll using a weapon, you can cause the target to take an extra 1d8 Force damage.

Hypertech. Add your Intelligence modifier to the damage you deal with any Machinist cantrip.

Robotics. When you give up one of your attacks to command your assistant to attack, it can now attack twice.

LEVEL 14: REPAIR RECHARGE

You can now replenish your repairing energy more rapidly. When you finish a Short Rest, you can regain a number of Rapid Repair dice equal to your Intelligence modifier (minimum of one). Once you use this feature, you can't use it again until you finish a Long Rest.

LEVEL 18: SPECIALIST CULMINATION

You have discovered the final technique that upgrades your chosen invention specialty.

Armory. When you hit or miss with an attack roll using a weapon, you can cause the attack roll to become a Critical Hit instead.

Hypertech. When you cast a spell using a spell slot and damage a creature, you can ignore the creature's Resistances and Immunities.

Robotics. When you are reduced to 0 Hit Points while you have an assistant, you can permanently dismiss your assistant to instead change your Hit Points to a number equal to twice your Machinist level.

Once you use this feature, you can't use it again until you finish a Long Rest.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

LEVEL 20: MACHINE PERFECTION

Your being now perfectly resonates with mechanical technomancy. You gain the following benefits.

Mechanical Ascension. While you are attuned to at least one magic item, have at least one *Prosthetic Implant* attached, or have at least one active schematic, you gain the following benefits:

- Your creature type is Construct.
- Your Intelligence score and its maximum increase by 2.
- Critical Hits against you become normal hits.
- You no longer suffer the negative effects of aging, and your lifespan becomes 500 years. If you lose this benefit while you've lived beyond the natural lifespan for your species, you must roll a d20 when you finish each Long Rest. On a 1, the GM rolls 1d10 and keeps the number secret. You die of old age after that many days.

Perfect Repair. As a Magic action, you can touch a dead Construct or a destroyed object or structure no larger than a 100-foot Cube. A Construct is restored to life with all its Hit Points. An object or structure is restored to function with all its Hit Points. If the structure is a vehicle, any mishaps affecting it end, and its Exhaustion level is reduced by 1. Once you use this benefit, you can't do so again until you finish 1d4 Long Rests.

HYPERTECH SCHEMATICS OPTIONS

Hypertech Schematic options appear in alphabetical order.

ANTIGRAV GENERATOR

Prerequisite: Level 9+ Machinist

Gear: Belt; boots; device

The item gains 3 charges, and it regains 1d3 expended charges daily at dawn. As a Bonus Action, a creature wearing or carrying the item can expend 1 charge to gain a Fly Speed equal to twice its Speed for 1 minute.

ARMOR EXPANSION

Gear: Light, Medium, or Heavy armor

The armor gains 1 mod slot.

Repeatable. You can gain this schematic more than once. Each time you do, the number of suits of armor you can affect at one time with it increases by 1.

ARMOR UPGRADE

Prerequisite: Level 5+ Machinist

Gear: Light, Medium, or Heavy armor

The armor gains a +1 bonus to the AC it grants. The bonus doesn't stack with another magical bonus provided by the armor, and it increases by 1 when you reach Machinist level 14 (+2 bonus).

Repeatable. You can gain this schematic more than once. Each time you do, the number of suits of armor you can affect at one time with it increases by 1.

ATMOSPHERE SEAL

Prerequisite: Level 5+ Machinist

Gear: Light, Medium, or Heavy armor; hat; helmet; device

A creature wearing the item can breathe regardless of the surrounding environment and has Advantage on saving throws against gases and inhaled poisons.

BIO-REGULATOR

Prerequisite: Level 5+ Machinist

Gear: Light, Medium, or Heavy armor; Shield; Spellcasting Focus; device

The item has 1 charge and regains its expended charge daily at dawn. A creature wearing this item can expend 1 charge to use one of the following options:

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- When it casts a spell that restores Hit Points to a creature, it can remove one of the following conditions from one of the targets: Blinded, Deafened, Paralyzed, or Poisoned.
- When it casts *Lesser Restoration*, it can target a second creature in reach.

CUTTING-EDGE ARMORY

Prerequisite: Level 5+ Machinist, Invention Specialist (Armory)

Gear: Simple or Martial weapon

Only you can use this schematic's benefit. You can activate the weapon's mastery property, and you gain the Extra Attack feature for the enhanced weapon only. With that feature, you can attack twice with the weapon instead of once when you take the Attack action on your turn.

DIMENSIONAL INVERTER

Prerequisite: Level 9+ Machinist

Gear: Light, Medium, or Heavy armor; jewelry; device

This item gains 1 charge and regains its expended charge daily at dawn. When a creature wearing the item is hit by an attack roll, it can expend 1 charge to take a Reaction to teleport to an unoccupied space it can see within 30 feet of itself. If the space is out of range of the triggering attack, the attack misses.

ENERGY REACTOR

Prerequisite: Level 5+ Machinist

Gear: Simple or Martial weapon

When you apply this schematic, choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder. Once on each of its turns when a creature hits with an attack roll using the weapon, the creature can cause the weapon to deal an extra 1d6 damage of the chosen type.

FOCUS AMPLIFIER

Gear: Hat; helmet; jewelry; device

A creature wearing the item has Advantage on saving throws made to maintain Concentration and against *Counterspell*.

HOVER COILS

Prerequisite: Level 5+ Machinist

Gear: Belt; boots; device

The item gains 1 charge and regains its expended charge daily at dawn. A creature wearing the item can expend 1 charge to cast *Levitate* on itself without a spell slot. When you use the item to cast the spell, the charge isn't expended.

HYPER CALIBRATION

Gear: Tools; vehicle station

A creature has a +2 bonus to ability checks made using the tool or station.

HYPERTECH INTENSITY AMPLIFIER

Prerequisite: Machinist Level 5+, Invention Specialist (Hypertech)

Gear: Armor; jewelry; device

Only you can use this schematic's benefit. While holding or wearing the enhanced item, when you deal damage with a Machinist spell, you can add a bonus equal to your Intelligence modifier to one target damaged by the spell.

HYPERTECH RESONATOR

Gear: Datapad; Spellcasting Focus; tools; device

A spellcaster who can use the item as a Spellcasting Focus must attune to the item to use this schematic's benefits. While attuned to the item and holding or wearing it, the creature has a +1 bonus to spell attack rolls and its spell save DC. The bonus doesn't stack with another magical bonus provided by the item, and it increases by 1 when you reach Machinist level 10 (+2 bonus).

Repeatable. You can gain this schematic more than once. Each time you do, the number of items you can affect at one time with it increases by 1.

ION CONDUIT

Prerequisite: Level 5+ Machinist

Gear: Simple or Martial weapon

Once on each of its turns when a creature hits with an attack roll using this weapon, it can cause lightning to arc to another target within 10 feet of the first that isn't behind Total Cover. The new target takes 1d6 Lightning damage.

METABOLIC STABILIZER

Gear: Light, Medium, or Heavy armor; Shield; device

Only you can use this schematic's benefit. When you cast a spell using a spell slot that restores Hit Points to a creature, you can use the item to expend a number of your Rapid Repair dice up to your Intelligence modifier (minimum of 1) and add them to the total restored.

MNEMONIC BOOSTER

Gear: Hat; helmet; jewelry; device

When you apply this schematic, choose two of the following skills: Arcana, Computers, History, Nature, Religion, or Technology. A creature wearing the item has proficiency in the chosen skills if it doesn't already.

REACTIVE REPULSOR

Prerequisite: Level 5+ Machinist

Gear: Shield; device

You gain a +1 bonus to AC while wielding this Shield or holding the device. The item has 3 charges, and it regains all expended charges daily at dawn. When a creature using the item is hit by a Melee attack roll by a Large or smaller creature, it can take a Reaction to expend 1 charge and push the attacker up to 15 feet straight away.

REFRACTION GENERATOR

Prerequisite: Level 9+ Machinist

Gear: Device; Light, Medium, or Heavy armor

When you apply this schematic, choose one of the following damage types: Acid, Cold, Fire, Force, Lightning, Radiant, Necrotic, or Thunder. A creature wearing the item has Resistance to the chosen damage type.

ROBOTIC FEROCITY ACCELERATOR

Prerequisite: Level 5+ Machinist, Invention Specialist (Robotics)

Gear: Light, Medium, or Heavy armor; Simple or Martial weapon; device

Only you can use this schematic's benefit. While holding or wearing the item, you can take a Bonus Action to command your assistant to attack instead of giving up one of your own attacks during the Attack action. When you command your assistant to attack, it can make two attacks instead of one.

SHIELD UPGRADE

Gear: Shield

The Shield gains a +1 bonus to the AC it grants. The bonus doesn't stack with another magical bonus provided by the Shield, and it increases by 1 when you reach Machinist level 10 (+2 bonus).

Repeatable. You can gain this schematic more than once. Each time you do, the number of Shields you can affect at one time with it increases by 1.

TARGETING COMPUTER

Gear: Simple or Martial weapon; hat; helmet

If it hasn't moved during its turn, the creature holding the weapon or wearing the item can take a Bonus Action to gain Advantage on the next attack roll it makes before the end of the turn, and its Speed is 0 until the end of the turn.

UNIVERSAL TRANSLATOR

Gear: Hat; helmet; jewelry; device

While a creature is wearing the item, it can understand any language it hears.

WEAPON EXPANSION

Gear: Simple or Martial weapon

The weapon gains 1 mod slot.

Repeatable. You can gain this schematic more than once. Each time you do, the number of weapons you can affect at one time with it increases by 1.

WEAPON PERIPHERAL

Prerequisite: Level 5+ Machinist

Gear: Simple or Martial weapon

Choose one of the following pieces of outrunning gear to build into the weapon: Ascension Gun, Flamethrower, Grenade Launcher, Mesh Net, or Scanner. A creature holding the weapon can activate the gear as a Bonus Action or in place of an attack when it takes the Attack action on its turn. When created, the Flamethrower is fully loaded with Fuel Oil, the Grenade Launcher has one Grenade (Frag or Smoke Grenade only), and a Mesh Net has one net, none of which can be removed. They can be reloaded as normal (or as a Utilize action for a Mesh Net). The peripheral magically refills daily at dawn.

WEAPON UPGRADE

Gear: Simple or Martial weapon

A creature gains a +1 bonus to attack rolls and damage rolls made with the weapon. The bonus doesn't stack with another magical bonus provided by the weapon, and it increases by 1 when you reach Machinist level 10 (+2 bonus).

Repeatable. You can gain this schematic more than once. Each time you do, the number of weapons you can affect at one time with it increases by 1.

MACHINIST SPELL LIST

This section presents the Machinist spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component. Spells marked with a ◒ appear in the Spells section of this playtest.

Some spells are given a suggested name to better fit the setting and this class. The standard spell name is given in parentheses.

CANTRIPS (LEVEL 0 MACHINIST SPELLS)

SPELL	SCHOOL	SPECIAL
Acid Splash	Evocation	—
Barbed Lure ◒	Conjuration	—
Circuit Shock ◒	Evocation	—
Dancing Lights	Illusion	C
Debug ◒	Transmutation	—
Disruption ◒	Transmutation	—
Elementalism	Transmutation	—
Fire Bolt	Evocation	—
Kinetic Propulsion ◒	Evocation	—
Light	Evocation	—
Mage Hand	Conjuration	—
Message	Transmutation	—
Mending	Transmutation	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
Ray of Frost	Evocation	—
Resistance	Abjuration	C
Shocking Grasp	Evocation	—
Spare the Dying	Necromancy	—
Thunder Blast ◒	Evocation	—
True Strike	Divination	—

LEVEL 1 MACHINIST SPELLS

SPELL	SCHOOL	SPECIAL
Accelerate Fall	Transmutation	—
Alarm	Abjuration	R
Burning Hands	Evocation	—
Chromatic Orb	Evocation	M
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Expeditious Retreat	Transmutation	C
Faerie Fire	Evocation	C
False Life	Necromancy	—
Feather Fall	Transmutation	—
Grease	Conjuration	—
Identify	Divination	R, M
Jump	Transmutation	—
Longstrider	Transmutation	—
Purify Food and Drink	Transmutation	R
Sanctuary	Abjuration	—

LEVEL 2 MACHINIST SPELLS

SPELL	SCHOOL	SPECIAL
Aid	Abjuration	—
Arcane Lock	Abjuration	M
Blur	Illusion	C
Construct Companion	Conjuration	R, M
Continual Flame	Evocation	M
Darkvision	Transmutation	—
Dragon's Breath	Transmutation	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Gene Splicing	Transmutation	—
Heat Metal	Transmutation	C
Invisibility	Illusion	C
Lesser Restoration	Abjuration	—
Levitate	Transmutation	C
Magic Mouth	Illusion	R, M
Magic Weapon	Transmutation	—
Meta Vitality	Abjuration	M
Power Sag	Evocation	C, R
Protection from Poison	Abjuration	—
Rope Trick	Transmutation	—
See Invisibility	Divination	—
Shatter	Evocation	—
Spider Climb	Transmutation	C
Web	Conjuration	C

LEVEL 3 MACHINIST SPELLS

SPELL	SCHOOL	SPECIAL
Blink	Transmutation	—
Create Food and Water	Conjuration	—
Dispel Magic	Abjuration	—
Energized Weapon	Transmutation	—
Fly	Transmutation	C
Glyph of Warding	Abjuration	M
Haste	Transmutation	C
Hitscan Enhancement	Transmutation	C
Protection from Energy	Abjuration	C
Revivify	Necromancy	M
Water Breathing	Transmutation	R
Water Walk	Transmutation	R

LEVEL 4 MACHINIST SPELLS

SPELL	SCHOOL	SPECIAL
Arcane Eye	Divination	C
Fabricate	Transmutation	—
Freedom of Movement	Abjuration	—
Secret Chest	Conjuration	M
Faithful Hound	Conjuration	—
Private Sanctum	Abjuration	—
Resilient Sphere	Abjuration	C
Stone Shape	Transmutation	—
Stoneskin	Transmutation	C, M
Summon Gridwrought	Conjuration	C, M
Tech Overload	Evocation	—
Temporal Lifeline	Conjuration	—

LEVEL 5 MACHINIST SPELLS

SPELL	SCHOOL	SPECIAL
Animate Objects	Transmutation	C
Arcane Hand	Evocation	C
Creation	Illusion	—
Focus Zone	Abjuration	C
Greater Restoration	Abjuration	M
Spacetime Anchor	Abjuration	C
Wall of Stone	Evocation	C

MACHINIST SUBCLASSES

A Machinist subclass is a specialization that grants you features at certain Machinist levels, as specified in the subclass. This section presents the Gravgunner and Riveter subclasses. The Boomdoctor and Botnik subclasses appear in the *Overdrive Expansion*.

GRAVGUNNER

Weaponize Gravity with High-Tech Heavy Weaponry

Gravgunners are Machinists who specialize in exceedingly complex, advanced, and rare technology that manipulates the force of gravity and space itself. They utilize their discovery of a condensed singularity, miniaturized warp gate, or similar gravitational phenomenon to power a cutting-edge heavy weapon to blast foes with devastating, experimental gravitons capable of warping space or dematerializing their targets. Their impossibly heavy grav guns can only be lifted due to built-in anti-grav adaptations, and manipulating such a weapon is so complicated that none but Gravgunners themselves can even fire the weapons.

LEVEL 3: GRAV GUN

You craft a Grav Gun, a heavy weapon powered by a condensed point of pure gravity. You have proficiency with the Grav Gun, and only you can operate it. When you finish a Long Rest, or if you take a Magic action and expend a spell slot, you can create a new Grav Gun using Engineer's Tools or Mechanic's Tools. If you create a new Grav Gun, the old one collapses into its singularity and vanishes.

Your Grav Gun is a Martial Ranged weapon that deals 1d12 Force damage on a hit. It has a normal Range of 100 feet and a long range of 400 feet, it has the Burst, Heavy, and Two-Handed properties, and it has the Sap mastery property. It has 2 mod slots (see "Weapon Modules" in the Equipment section). You can use your Grav Gun as a Spellcasting Focus for your Machinist spells.

You can use your Intelligence instead of Dexterity for attack and damage rolls with it and for the Heavy property.

LEVEL 3: GRAVGUNNER SPELLS

When you reach a Machinist level specified in the Gravgunner Spells table, you thereafter always have the listed spells prepared.

GRAVGUNNER SPELLS

MACHINIST LEVEL	SPELLS
3	*Gravity Shackle*, *Shield*
5	*Levitate*, *Shatter*
9	*G-Force Crush*, *Gravity Well*
13	*Tidal Compression*, *Vortex*
17	*Graviton Wave*, *Hair Trigger*

LEVEL 3: GRAVGUNNER'S TOOLBOX

You're an advanced engineer of grav tech. You gain proficiency with Engineer's Tools. If you already have this proficiency, you gain proficiency with one other type of Crafter's Tools of your choice.

Gravgunner Machinist

LEVEL 3: SINGULARITY CANNON

Your Grav Gun is powered by a singularity that can be harnessed to devastating effect, which you can activate as a Bonus Action. If this feature forces a creature to make a saving throw, the DC equals your spell save DC.

You can use this Bonus Action a number of times equal to your Intelligence modifier (minimum of once). You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You can also use it again by expending a spell slot.

Disruptor Beam. A focused emitter fires a beam of disintegrating energy in a 30-foot Line that is 5 feet wide. Each creature within the Line must make a Dexterity saving throw, taking 2d8 Force damage on a failed save or half as much damage on a successful one. A nonmagical object that isn't being worn or carried takes the damage if it's in the Line. If the beam destroys an object that blocks it, the Line then continues past it to its full length.

Suppression Barrage. Rotary barrels fire a burst of gravity bolts in a 30-foot Cone. Each creature in that area makes a Dexterity saving throw. On a failed save, a target takes 1d8 Force damage and has the Prone condition. On a successful save, it takes half as much damage only.

Vector Manipulator. Gathering rings that surround the singularity chamber unleash a wave of gravity in a 30-foot Cone. Each Large or smaller creature in that area must succeed on a Strength saving throw or be pushed up to 30 feet straight toward or away from you (choose one).

LEVEL 5: ARSENAL UPGRADE

You discover how to surround your allies with gravitons. You build a new Singularity Cannon option into your Grav Gun.

Graviton Forcefield. Your singularity projects a gravity shield around a creature you can see within 30 feet of yourself. The target gains Temporary Hit Points equal to 2d8 plus your Intelligence modifier.

LEVEL 5: EXPERIMENTAL GUNNERY

You have upgraded your Grav Gun with powerful modifications. Once per turn when you make an attack roll with your Grav Gun, you can activate one of the following mastery properties in addition to a different mastery property you're using with it: Graze, Push, or Vex.

LEVEL 9: GRAVITIC FLUX

Your weapon can destabilize space and gravity with a single shot. As a Magic action while holding your Grav Gun, you can create an intense fluctuation of gravity at a point you can see within 150 feet of yourself. Each creature in a 20-foot-radius Sphere centered on that point makes a Strength saving throw, taking 6d8 Force damage on a failed save or half as much damage on a successful one. The area within the Sphere then retains a high or low gravity field (your choice) for 1 minute or until you dismiss it (no action required).

While in a high gravity field, a creature's Speed is halved, it has Disadvantage on Dexterity saving throws, and it has Advantage on Strength saving throws.

While in a low gravity field, a creature's jump distance is doubled, it has Disadvantage on Strength saving throws, and it has Advantage on Dexterity saving throws.

Once you use this action, you can't use it again until you finish a Long Rest unless you expend a level 3+ spell slot (no action required) to restore your use of it.

LEVEL 15: CONTROL GRAVITY

You have mastered your control over gravity. You can cast *Reverse Gravity* once without a spell slot, and you regain the ability to do so when you finish a Long Rest.

When you cast the spell in this way, the spell creates a 100-foot Cube instead of a Cylinder. You have a Fly Speed equal to your Speed while you're in the Cube, and for the duration, you can take a Bonus Action to change the direction of gravity's pull to any face of the Cube. When gravity changes in this way, creatures don't take damage from falling.

RIVETER

Cover the Battlefield with Automated Turrets

Riveters are scrappy engineers who approach their craft with an improvisational knack to quickly build and deploy rivet-firing turrets. They can control the flow of every engagement with a flexible perimeter of supporting fire that pins down foes and provides allies with superior positioning. Some Riveters utilize their turrets only as sentries to defend their homes and workshops, while others aggressively seek out conflicts to unleash a molten rain of iron rivets against anyone in their sights.

LEVEL 3: DEPLOY TURRET

You have invented easily deployable turrets to blast your foes. Using Engineer's Tools or Mechanic's Tools, you can take a Bonus Action to create a Small turret in an unoccupied space within 5 feet of you. If the turret would fall when it appears in the space, the action fails without expending its use. The turret's game statistics appear below. You determine its appearance.

You can create a number of turrets equal to your Intelligence modifier (minimum 1), and you regain all expended uses when you finish a Long Rest or expend a spell slot (no action required) to regain the use of this feature.

You can have up to two turrets at a time. If you create a new turret while you already have two, the first one that you created collapses into worthless scrap metal. A turret also collapses into worthless scrap metal if it is reduced to 0 Hit Points, after 1 hour, or if you dismiss it as a Magic action.

When you cast a Machinist spell, you can cast it as if you were in the space of one of your turrets.

LEVEL 3: RIVETER SPELLS

When you reach a Machinist level specified in the Riveter Spells table, you thereafter always have the listed spells prepared.

Riveter Spells

Machinist Level	Spells
3	*Burning Hands*, *Withering Lightning*
5	*Swirling Shards*, *Web*
9	*Elemental Wrath*, *Fireball*
13	*Tech Overload*, *Vitriolic Sphere*
17	*Concussive Wave*, *Indirect Fire*

LEVEL 3: RIVETER'S TOOLBOX

You are a scrappy engineer who always has the right tools at hand. You gain proficiency with Engineer's Tools. If you already have this proficiency, you gain proficiency with one other type of Crafter's Tools of your choice.

LEVEL 5: SENTINEL MODE

You have modified your turrets to operate remotely. You gain the following benefits.

Remote Fire. You can now activate your turrets within 500 feet of yourself. When you activate a turret, or as a Bonus Action, you can see and hear through the turret as if you were standing in its space until the start of your next turn. During that time, you have the Blinded and Deafened conditions with regard to your body.

Sentry Gun. When a creature that doesn't have the Invisible condition moves to a space within 30 feet of the turret, or appears within 30 of the turret, you can take a Reaction to see through the turret until the end of the turn as if you were in its space, and you can use the turret's Flash Charge, Rivet Burst, or Plasma Arc action targeting the triggering creature.

Riveter Machinist

LEVEL 9: ENHANCED EMPLACEMENTS

You have upgraded your sensor and weapons systems. Turrets you create gain the following improvements.

Flash Charge. The charge now creates a 10-foot Sphere centered on the target. Each creature in the Sphere must make the Constitution saving throw instead of just the target.

Rivet Burst. The attack's damage increases to 3d6, and on a hit, the next attack roll against the target before the start of your next turn has Advantage.

Plasma Arc. The Line becomes 60 feet long, and its damage increases to 3d8. A creature that fails its saving throw against this effect can't take Reactions until the end of your next turn.

Upgraded Sensors. While using the senses of your turrets through the Remote Fire benefit of your Sentinel Mode feature, you gain Blindsight with a range of 60 feet from the turret.

LEVEL 15: IRON BATTERY

You fully control the battlefield with your legion of turrets. When you create a turret, you can create a second turret in another unoccupied space within 15 feet of you. You can have up to four turrets at a time, and when you take a Bonus Action to activate a turret, you activate up to two of your turrets.

You now regain all expended uses of Deploy Turret when you finish a Short or Long Rest.

RIVET TURRET

Small Object

Armor Class: 17 **Hit Points:** 5 x your Machinist level (casting *Mending* on the turret restores 2d6 Hit Points to it)
Resistances Necrotic
Immunities Poison, Psychic

Activate Turret (Requires You to Be within 60 Feet of the Turret). When you create the turret, or as a Bonus Action on your subsequent turns, you order a turret to use the Flash Charge, Rivet Burst, Plasma Arc, or Relocate action.

Flash Charge. The turret fires a disorienting charge at a creature within 60 feet of it. The target must succeed on a Constitution saving throw against your spell save DC or have the Blinded condition until the start of your next turn.

Rivet Burst. The turret fires a stream of rivets. Make a ranged spell attack against one creature or object within 120 feet of it. On a hit, the target takes 2d6 Piercing damage, and the next attack roll it makes before the start of your next turn has Disadvantage.

Plasma Arc. The turret unleashes a 30-foot-long Line of plasma that is 5 feet wide. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 Lightning damage on a failed save or half as much damage on a successful one. Flammable objects in the Line that aren't being worn or carried start burning.

Relocate. The turret flies up to 60 feet to an unoccupied space that you can see.

CLASS

ORACLE

A Chosen Seer and Speaker of Cosmic Forces

CORE ORACLE TRAITS

Primary Ability	Wisdom
Hit Point Die	D8 per Oracle level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	*Choose 2:* History, Insight, Medicine, Persuasion, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	*Choose A or B:* (A) Medium Armor Vest, Shield, Heavy Laser Pistol, Shock Sap, 2 Power Cells, Cosmic Symbol (relic), Acolyte's Pack, and ₰320; or (B) ₰7,000

Oracles see beyond the mundane to commune with the grand cosmic forces that influence the Stardust Rhapsody. Chosen by these higher powers, they call upon the magic of the realms of existence to perform what many would call miracles. They serve as conduits of this otherworldly power to shape the paths of destiny.

The exact nature of their power depends on which realm, entity, or force they commune with, often enigmatic and not straightforward in its manifestation. They often serve the will of their benefactor, but some simply draw upon this power to advance their own personal aims. The miraculous feats of Oracles increase in scale as their cosmic bond strengthens.

Sometimes, Oracles gather in churches, orders, sects, or other organizations to amplify their collective power. Others go on personal vision quests to better connect with the cosmos, interpreting the signs as best they can. No matter the approach, all should heed the tidings or warnings of an Oracle.

BECOMING AN ORACLE

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Oracle Traits table.
- Gain the Oracle's level 1 features, which are listed in the Oracle Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Oracle Traits table: Hit Point Die and training with Light and Medium armor and Shields.
- Gain the Oracle's level 1 features, which are listed in the Oracle Features table. See the multiclassing rules in *the D&D Beyond Basic Rules* to determine your available spell slots, adding all your Oracle levels.

ORACLE CLASS FEATURES

As an Oracle, you gain the following class features when you reach the specified Oracle levels. These features are listed in the Oracle Features table.

NEON CLERIC: THE ORACLE

Oracle is the *Neon Odyssey* expression of Cleric. The adjusted features are:

- **Destined Path.** Rename of Divine Order and its benefits.
- **Cosmic Conduit.** Rename of Channel Divinity, with Divine Spark renamed to Cosmic Pulse. Adjusts Turn Undead into Rebuke Anathema and offers a choice of creature types.
- **Doom Anathema.** Rename of Sear Undead and adjusted to work with Rebuke Anathema's creature type choice.
- **Ominous Horizon.** Rename of Blessed Strikes and its benefits.
- **Cosmic Visions.** New feature that gives the Oracle daily use of the *Commune* spell.
- **Call the Cosmos.** Rename of Divine Intervention.
- **Fatal Omen.** Rename of Improved Blessed Strikes.
- **Exalted Aspect.** New feature that includes the effect of Greater Divine Intervention and adds a new benefit, Infinite Messenger.

LEVEL 1: SPELLCASTING

You have learned to cast spells through devotion to the cosmic force that you commune with. See the *D&D Beyond Basic Rules* for the rules on spellcasting. The information below details how you use those rules with Oracle spells, which appear on the Oracle spell list later in the class's description.

Cantrips. You know three Oracle cantrips of your choice. *Guidance*, *Sacred Flame*, and *Thaumaturgy* are recommended.

Whenever you gain an Oracle level, you can replace one of your cantrips from this feature with another Oracle cantrip of your choice.

When you reach Oracle levels 4 and 10, you learn another Oracle cantrip of your choice, as shown in the Cantrips column of the Oracle Features table.

Spell Slots. The Oracle Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 Oracle spells from the Oracle spell list. *Bless*, *Cure Wounds*, *Guiding Bolt*, and *Shield of Faith* are recommended.

The number of spells on your list increases as you gain Oracle levels, as shown in the Prepared Spells column of the Oracle Features table. Whenever that number increases, choose additional Oracle spells until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Oracle, your list of prepared spells can include six Oracle spells of levels 1 and 2 in any combination.

If another Oracle feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Oracle spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Oracle spells for which you have spell slots.

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ORACLE FEATURES

LEVEL	PROFICIENCY BONUS	CLASS FEATURES	COSMIC CONDUIT	CANTRIPS	PREPARED SPELLS	SPELL SLOTS PER SPELL LEVEL								
						1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Destined Path	—	3	4	2	—	—	—	—	—	—	—	—
2	+2	Cosmic Conduit	2	3	5	3	—	—	—	—	—	—	—	—
3	+2	Oracle Subclass	2	3	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	4	7	4	3	—	—	—	—	—	—	—
5	+3	Doom Anathema	2	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	3	4	10	4	3	3	—	—	—	—	—	—
7	+3	Ominous Horizon	3	4	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	3	4	12	4	3	3	2	—	—	—	—	—
9	+4	Cosmic Visions	3	4	14	4	3	3	3	1	—	—	—	—
10	+4	Call the Cosmos	3	5	15	4	3	3	3	2	—	—	—	—
11	+4	—	3	5	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	3	5	16	4	3	3	3	2	1	—	—	—
13	+5	—	3	5	17	4	3	3	3	2	1	1	—	—
14	+5	Fatal Omen	3	5	17	4	3	3	3	2	1	1	—	—
15	+5	—	3	5	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	3	5	18	4	3	3	3	2	1	1	1	—
17	+6	Subclass feature	3	5	19	4	3	3	3	2	1	1	1	1
18	+6	—	4	5	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	4	5	21	4	3	3	3	3	2	1	1	1
20	+6	Exalted Aspect	4	5	22	4	3	3	3	3	2	2	1	1

Spellcasting Ability. Wisdom is your spellcasting ability for your Oracle spells.

Spellcasting Focus. You can use a Cosmic Symbol as a Spellcasting Focus for your Oracle spells.

LEVEL 1: DESTINED PATH

You have dedicated yourself to one of the following cosmic pursuits of your choice.

Seer. You know one extra cantrip from the Oracle spell list. In addition, your mystical connection to the cosmic forces gives you a bonus to your Intelligence (Arcana or Religion) checks. The bonus equals your Wisdom modifier (minimum of +1).

Sentinel. Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor.

LEVEL 2: COSMIC CONDUIT

You can channel cosmic energy directly from the forces that govern existence to fuel magical effects. You start with two such effects: Cosmic Pulse and Rebuke Anathema, each of which is described below. Each time you use this class's Cosmic Conduit, choose which Cosmic Conduit effect from this class to create. You gain additional effect options at higher Oracle levels.

You can use this class's Cosmic Conduit twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Oracle levels, as shown in the Cosmic Conduit column of the Oracle Features table.

If a Cosmic Conduit effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Cosmic Pulse. As a Magic action, you point your Cosmic Symbol at another creature you can see within 30 feet of yourself and focus cosmic energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage.

You roll an additional d8 when you reach Oracle levels 7 (2d8), 13 (3d8), and 18 (4d8).

Rebuke Anathema. Your destiny sets you against interlopers from other planes of existence. When you gain this feature choose one of the following creature types as your anathema: Aberrations, Celestials, Fey, Fiends, or Undead. As a Magic action, you present your Cosmic Symbol and censure creatures of the chosen type. Each anathema creature of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

LEVEL 3: ORACLE SUBCLASS

You gain an Oracle subclass of your choice. The Harmonious and Stargazer subclasses are detailed after this class's description, and the Dreamer and Voidcaller subclasses appear in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Oracle levels. For the rest of your career, you gain each of your subclass's features that are of your Oracle level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Oracle levels 8, 12, and 16.

LEVEL 5: DOOM ANATHEMA

Your cosmic power radiantly burns reality invaders. Whenever you use Rebuke Anathema, you can roll a number of d8s equal to your Wisdom modifier (minimum of 1d8) and add the rolls together. Each anathema creature that fails its saving throw against that use of Rebuke Anathema takes Radiant damage equal to the roll's total. This damage doesn't end the rebuke effect.

LEVEL 7: OMINOUS HORIZON

Your strikes become guided by cosmic forces. You gain one of the following options of your choice.

Ascendant Edge. Once on each of your turns when you hit a creature with an attack roll using a weapon, you can cause the target to take an extra 1d8 Necrotic or Radiant damage (your choice).

Mystic Flare. Add your Wisdom modifier to the damage you deal with any Oracle cantrip.

LEVEL 9: COSMIC VISIONS

The tapestry of destiny is visible to you through the lens of the cosmic power that enlightens you. You always have the *Commune* spell prepared. With this feature, you can cast the spell without expending a spell slot to contact the cosmic power that empowers your magic.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest.

LEVEL 10: CALL THE COSMOS

When you call upon the forces of the cosmos, they respond. As a Magic action, choose any Oracle spell of level 5 or lower that doesn't require a Reaction to cast. As part of the same action, you cast that spell without expending a spell slot or needing Material components. You can't use this feature again until you finish a Long Rest.

LEVEL 14: FATAL OMEN

Your presence alone is an omen of your foes' doom. You gain the following benefits.

Ascendant Edge. The extra damage of your Ascendant Edge increases to 2d8.

Mystic Flare. When you cast an Oracle cantrip and deal damage to a creature with it, you can give vitality to yourself or another creature within 60 feet of yourself, granting a number of Temporary Hit Points equal to twice your Wisdom modifier.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. Boon of Fate is recommended.

LEVEL 20: EXALTED ASPECT

You have become an ascended herald and a speaker of cosmic power. You gain the following benefits.

Cosmic Will. You can now exert the will of your cosmic power source to alter the course of destiny. When you use your Call the Cosmos feature, you can choose *Wish* when you select a spell. If you do so, you can't use Cosmic Intervention again until you finish 2d4 Long Rests.

Infinite Messenger. You always have the *Sending* spell prepared, and you can cast it without expending a spell slot.

ORACLE SPELL LIST

This section presents the Oracle spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component. Spells marked with a ◒ appear in the Spells section of this playtest.

Some spells are given a suggested name to better fit the setting and this class. The standard spell name is given in parentheses.

CANTRIPS (LEVEL 0 ORACLE SPELLS)

SPELL	SCHOOL	SPECIAL
Cosmic Nova ◒	Evocation	—
Culling ◒	Necromancy	—
Dimness ◒	Evocation	—
Guidance	Divination	C
Light	Evocation	—
Mending	Transmutation	—
Resistance	Abjuration	C
Sacred Flame	Evocation	—
Spare the Dying	Necromancy	—
Thaumaturgy	Transmutation	—
True Strike	Divination	—

LEVEL 1 ORACLE SPELLS

SPELL	SCHOOL	SPECIAL
Bane	Enchantment	C
Bless	Enchantment	C, M
Command	Enchantment	—
Create or Destroy Water	Transmutation	—
Cure Wounds	Abjuration	—
Detect Evil and Good	Divination	C
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R

SPELL	SCHOOL	SPECIAL
Guiding Bolt	Evocation	—
Healing Word	Abjuration	—
Inflict Wounds	Necromancy	—
Life Cycle	Necromancy	—
Protection from Evil and Good	Abjuration	C, M
Purify Food and Drink	Transmutation	R
Sanctuary	Abjuration	—
Shield of Faith	Abjuration	C

LEVEL 2 ORACLE SPELLS

SPELL	SCHOOL	SPECIAL
Aid	Abjuration	—
Augury	Divination	R, M
Blindness/Deafness	Transmutation	—
Calm Emotions	Enchantment	C
Continual Flame	Evocation	M
Enhance Ability	Transmutation	C
Find Traps	Divination	—
Gentle Repose	Necromancy	R, M
Harmonic Bond	Abjuration	—
Hold Person	Enchantment	C
Lesser Restoration	Abjuration	—
Locate Object	Divination	C
Life Cycle	Necromancy	—
Prayer of Healing	Abjuration	—
Protection from Poison	Abjuration	—
Shield of Stars	Evocation	—
Silence	Illusion	C, R
Spiritual Weapon	Evocation	C
Starshine	Conjuration	C
Warding Bond	Abjuration	M
Zone of Truth	Enchantment	—

LEVEL 3 ORACLE SPELLS

SPELL	SCHOOL	SPECIAL
Animate Dead	Necromancy	—
Aura of Harmony	Abjuration	C
Beacon of Hope	Abjuration	C
Bestow Curse	Necromancy	C
Clairvoyance	Divination	C, M
Create Food and Water	Conjuration	—
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Glyph of Warding	Abjuration	M
Magic Circle	Abjuration	M
Mass Healing Word	Abjuration	—
Meld into Stone	Transmutation	R
Protection from Energy	Abjuration	C
Remove Curse	Abjuration	—
Revivify	Necromancy	M
Sending	Divination	—
Somber Trance	Necromancy	R
Speak with Dead	Necromancy	—
Spirit Guardians	Conjuration	C
Tongues	Divination	—
Water Walk	Transmutation	R

LEVEL 4 ORACLE SPELLS

SPELL	SCHOOL	SPECIAL
Aura of Aether	Abjuration	C
Aura of Life	Abjuration	C
Banishment	Abjuration	C
Control Water	Transmutation	C
Death Ward	Abjuration	—
Divination	Divination	R, M
Freedom of Movement	Abjuration	—
Guardian of Faith	Conjuration	—
Locate Creature	Divination	C
Luminous Wind	Evocation	—
Stone Shape	Transmutation	—
Temporal Lifeline	Conjuration	—

LEVEL 5 ORACLE SPELLS

SPELL	SCHOOL	SPECIAL
Commune	Divination	R
Contagion	Necromancy	—
Dispel Evil and Good	Abjuration	C
Flame Strike	Evocation	—
Focus Zone	Abjuration	C
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Hallow	Abjuration	M

SPELL	SCHOOL	SPECIAL
Insect Plague	Conjuration	C
Legend Lore	Divination	M
Mass Cure Wounds	Abjuration	—
Planar Binding	Abjuration	M
Raise Dead	Necromancy	M
Scrying	Divination	C, M
Summon Emissary	Conjuration	C, M

LEVEL 6 ORACLE SPELLS

SPELL	SCHOOL	SPECIAL
Blade Barrier	Evocation	C
Create Undead	Necromancy	M
Find the Path	Divination	C, M
Forbiddance	Abjuration	R, M
Harm	Necromancy	—
Heal	Abjuration	—
Heroes' Feast	Conjuration	M
Planar Ally	Conjuration	—
Sunbeam	Evocation	C
True Seeing	Divination	M
Word of Recall	Conjuration	—

LEVEL 7 ORACLE SPELLS

SPELL	SCHOOL	SPECIAL
Conjure Celestial	Conjuration	C
Divine Word	Evocation	—
Overtone Shift (Etherealness)	Conjuration	—
Fire Storm	Evocation	—
Plane Shift	Conjuration	M
Power Word Vitalize	Enchantment	—
Regenerate	Transmutation	M
Resurrection	Necromancy	M
Starfall	Evocation	—
Symbol	Abjuration	M

LEVEL 8 ORACLE SPELLS

SPELL	SCHOOL	SPECIAL
Antimagic Field	Abjuration	C
Control Weather	Transmutation	C
Earthquake	Transmutation	C
Holy Aura	Abjuration	C, M
Sunburst	Evocation	—

LEVEL 9 ORACLE SPELLS

SPELL	SCHOOL	SPECIAL
Gate	Conjuration	C, M
Mass Heal	Abjuration	—
Power Word Heal	Enchantment	—
True Resurrection	Necromancy	M

ORACLE SUBCLASSES

An Oracle subclass is a specialization that grants you features at certain Oracle levels, as specified in the subclass. This section presents the Harmonious and Stargazer subclasses. The Dreamer and Voidcaller subclasses appear in the *Overdrive Expansion*.

HARMONIOUS

Weave the Currents of Life and Death as One

The Harmonious are Oracles who deeply feel and commune with the Harmony flowing through all things, from the first spark of life to the final, dying breath. They push and pull the flow of its Vital and Somber aspects at once, weaving them together as a single, unified force to restore allies and wither foes. Some Oracles with this heightened sense of the essence of life and death become empathic and nurturing, while others grow distant to mortal concerns, seeing each life as just a single note in the grand scale of the Harmony.

LEVEL 3: BRANCHING CURRENTS

You manipulate the connecting bonds of the Harmony that flow through all living things. When you use the Cosmic Pulse option of your Cosmic Conduit, you can now choose a number of targets up to your Wisdom modifier (minimum of two), and you roll an extra 1d8. Choose for each target whether it takes damage or regains Hit Points.

LEVEL 3: HARMONIOUS SPELLS

Vital and Somber aspects of the Harmony respond to your call. When you reach an Oracle level specified in the Harmonious Spells table, you thereafter always have the listed spells prepared.

HARMONIOUS SPELLS

ORACLE LEVEL	PREPARED SPELLS
3	*Harmonic Bond*, *Inflict Wounds*, *Life Cycle*, *Withering Lightning*
5	*Revivify*, *Somber Extraction*
7	*Aura of Life*, *Luminous Wind*
9	*Mass Cure Wounds*, *Raise Dead*

LEVEL 3: WEAVE DUALITY

When you call on the Harmony to shape your magic, both aspects of the balance answer. You gain the following benefits when you cast a spell with a spell slot that deals damage or restores Hit Points.

Harmonious Oracle

Somber Grasp. If the spell restores Hit Points to one or more creatures, an equal number of creatures within 30 feet of you take Radiant or Necrotic damage (your choice) equal to 2 plus the spell slot's level.

Vital Surge. If the spell damages one or more creatures, an equal number of creatures of your choice within 30 feet of you regain Hit Points equal to 2 plus the spell slot's level.

LEVEL 6: FLOW OF ENERGY

You can reach out through the Harmony to divert the flow of harmful energies. When a creature you can see within 30 feet of you takes Acid, Cold, Fire, Lighting, Necrotic, Radiant, or Thunder damage, you can take a Reaction to give the target Resistance to one of those triggering damage types. A different creature of your choice that you can see within 30 feet of you takes Necrotic or Radiant damage (your choice) equal to your half your Oracle level.

You can use this Reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Short or Long Rest.

LEVEL 17: LIFEFORCE CONFLUENCE

You have the power to forestall death, delaying someone from rejoining the Harmony. When another creature you can see within 30 feet of you drops to 0 Hit Points, you can take a Reaction to anchor its escaping lifeforce for 1 minute.

For the duration, the target doesn't gain the Unconscious condition from having 0 Hit Points and can continue to act as normal. In addition, whenever the target takes damage, you take the damage instead. This damage ignores Resistance and Immunity. The target must make Death Saving Throws at the start of its turn as normal. The effect ends early if the target becomes stable or regains Hit Points, if you have the Incapacitated condition, or if you die.

Once you use this feature, you can't do so again until you finish a Long Rest.

STARGAZER

Read and Call Upon Divine Portents in the Stars

Stargazers are Oracles who find guidance in the heavenly stars that surround and protect the Stardust Rhapsody. Able to see the course of fate written in the constellations, they call down the divine power of the gods of Agathos to enact their grand designs. Most Stargazers foster an especially deep communion with a single patron deity, but some embody the virtues of an entire triad or even seek to serve the will of the twelve.

LEVEL 3: GUIDING STARLIGHT

When you gain this feature, you focus your connection to the power of Agathos upon one of the triads of your choice: Beacon, Chronicle, Fountain, or Tower.

Additionally, you can draw guidance from the stars to adjust the flow of fate. Whenever a creature you can see within 30 feet of you succeeds or fails on a D20 Test, you can take a Reaction to roll 1d4 and add or subtract (your choice) the number rolled from the total, potentially changing the result.

You can use this Reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 3: FIELD OF STARS

You call down the stars to guide you and your allies. As a Magic action, you present your Cosmic Symbol and expend a use of your Cosmic Conduit to create a field of stars in a 20-foot Emanation originating from you that lasts for 1 minute. The area is filled with Dim Light, and if you or your allies in it have the Frightened condition, the condition is suppressed while the field persists. Additionally, you and your allies in the field gain a benefit determined by your Guiding Starlight triad.

Beacon. Once per turn, when an affected creature hits with an attack roll and deals damage, the target takes an extra 1d4 Radiant damage. The damage increases to 1d6 at Oracle level 6.

Chronicle. Your Speed increases by 5 feet, and when an ally moves into the field or starts its turn there, its Speed increases by 5 feet until the end of its next turn. While a creature's Speed is increased in this way, it doesn't provoke Opportunity Attacks. The Speed bonus increases to 10 feet at Oracle level 6.

Fountain. When an affected creature fails a Saving Throw, you can take a Reaction to add 1d4 to the total, possibly turning the failure into a success. The die increases to 1d6 at Oracle level 6.

Tower. When an affected creature takes damage, it can take a Reaction to reduce the damage by 1d4 plus your Wisdom modifier (minimum of +1). The die increases to 1d8 at Oracle level 6.

LEVEL 3: STARGAZER SPELLS

The triads of Agathos fill you with magical might. When you reach an Oracle level specified in the Stargazer Spells table, you thereafter always have the listed spells prepared from the General Spells column and that of your Guiding Starlight triad.

LEVEL 6: GUARDIAN CONSTELLATION

The will of Agathos protects and empowers you. If you aren't surprised when you roll Initiative, you can activate your Field of Stars without using an action (expend a use of Cosmic Conduit as normal).

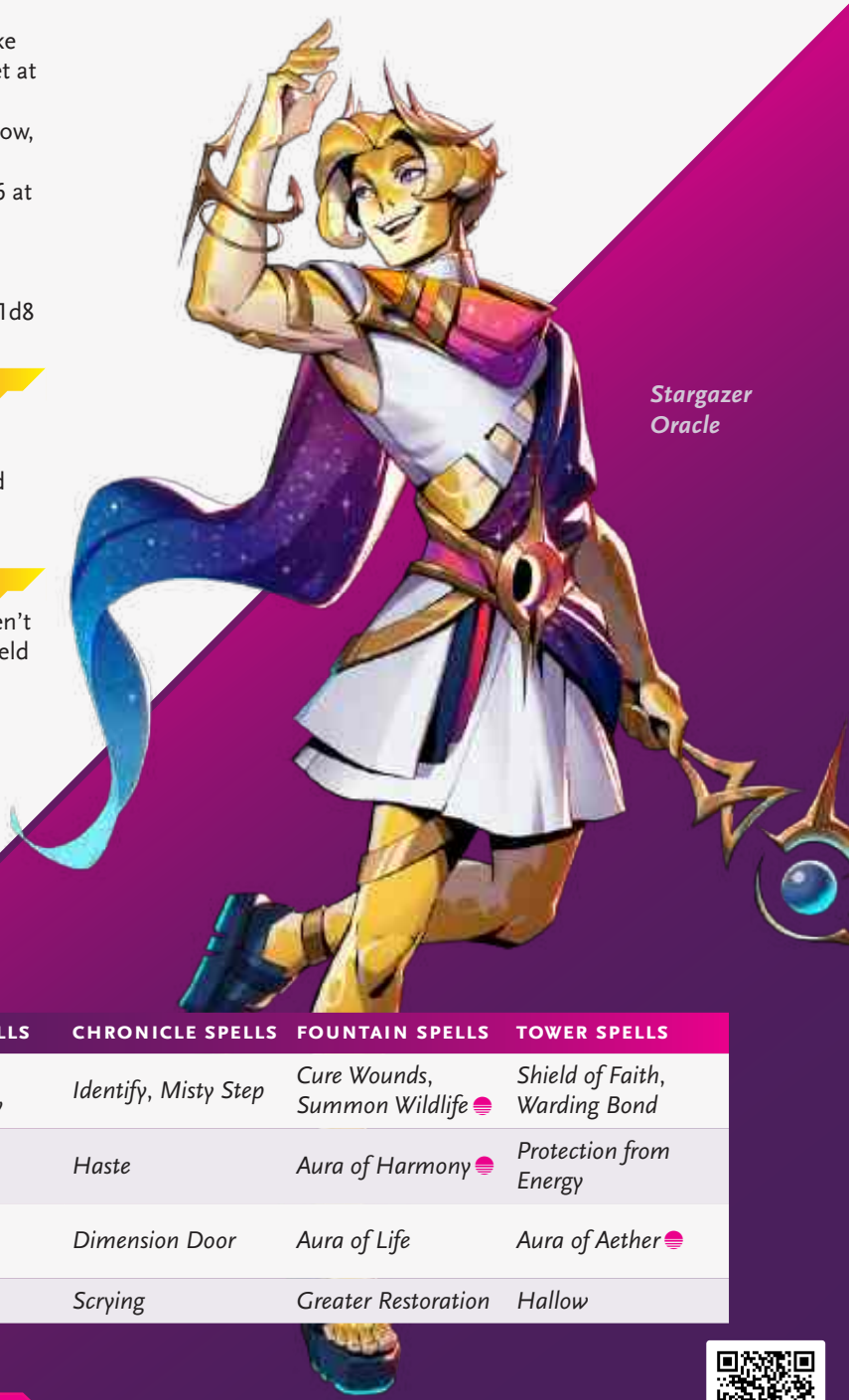
Additionally, creatures affected by your field now gain a bonus to two saving throws equal to your Wisdom modifier (minimum of +1). The type of save is determined by your Guiding Starlight triad.

TRIAD	SAVING THROWS BOLSTERED
Beacon	Strength and Dexterity
Chronicle	Wisdom and Intelligence
Fountain	Strength and Constitution
Tower	Constitution and Charisma

LEVEL 17: WILL OF THE GODS

The stars look down with approval and communion, and you become the embodiment of the will of Agathos. When a creature you can see makes a D20 Test, after the roll succeeds or fails, you can take a Reaction to replace the d20 roll with a 1 or a 20.

Once you use this feature, you can't use it again until you finish a Long Rest.



Stargazer Oracle

STARGAZER SPELLS

ORACLE LEVEL	GENERAL SPELLS	BEACON SPELLS	CHRONICLE SPELLS	FOUNTAIN SPELLS	TOWER SPELLS
3	*Guiding Bolt*, *Starshine*, *Starry Wisp*	*Faerie Fire*, *Scorching Ray*	*Identify*, *Misty Step*	*Cure Wounds*, *Summon Wildlife*	*Shield of Faith*, *Warding Bond*
5	*Spirit Guardians*	*Fireball*	*Haste*	*Aura of Harmony*	*Protection from Energy*
7	*Divination*	*Limning Starlight*	*Dimension Door*	*Aura of Life*	*Aura of Aether*
9	*Summon Emissary*	*Flame Strike*	*Scrying*	*Greater Restoration*	*Hallow*

CLASS

PRIMALIST

A Wild Mystic Who Calls Primordial Power

CORE PRIMALIST TRAITS

Primary Ability	Wisdom
Hit Point Die	D8 per Primalist level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	*Choose 2:* Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, or Survival
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Pharma Kit
Armor Training	Light armor and Shields
Starting Equipment	*Choose A or B:* (A) Light Armor, Shield, Hatchet, Laser Carbine, 2 Power Cells, Pharma Kit, Primal Focus (bone token), Outrunner's Pack, and ₰70; or (B) ₰4,000

Primalists feel the living pulse of the untamed primordial energy that first exploded into being when the song of creation was first sung. No matter how much technology and civilization spreads throughout the galaxy, this wild power still surges at the heart of every planet and throughout the unbound elemental chaos that thrives in the wild places of existence. Primalists tap into this archaic essence to unleash primal magic of the raw elements, alien beasts, planetary world souls, and everything ancient and untamed.

How Primalists approach their calling is as varied as the wild forces that suffuse them. They may channel the raw elements to unleash destruction or rejuvenation, focus on changing their shape to become what some would deem alien, or seek a mystical bond with primal creatures and world souls. Regardless of the approach, the manifestation of their magic is as untamed as the volatile forces they revere.

Although they harness the wild or even prehistoric energies that are often at odds with modernity, most Primalists accept that the galaxy is a technological one and do not eschew its advancements. They can be found piloting starships, living in neon-soaked cities, or utilizing powered gear and weapons, but a rare few seek a solitary or communal life stripped of the trappings of the mechanical world. No matter how they live, they always bring their unique, primal perspective to everything they do.

BECOMING A PRIMALIST

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Primalist Traits table.
- Gain the Primalist's level 1 features, which are listed in the Primalist Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Primalist Traits table: Hit Point Die and training with Light armor and Shields.

NEON DRUID: THE PRIMALIST

Primalist is the *Neon Odyssey* expression of Druid. The adjusted features are:

- **Archaic Pathways.** Rename of Primal Order and its benefits and adds Investigation to the list of skills to which you can add a bonus.
- **Speech of the Untamed.** Modification of Druidic that grants the Clysmic language and allows you to communicate with Monstrosities using *Speak with Animals*.
- **Primal Channel.** New feature that combines the use of Wild Shape and Wild Companion, and it presents Primal Shape as a replacement function for Wild Shape. Stat blocks for Primal Shape forms are included after the class features.
- **Primordial Pulse.** Rename of Wild Resurgence.
- **Untamed Wrath.** Rename of Elemental Fury and its benefits and adds Acid as a damage type option to one of the benefits.
- **Force of the Ancients.** Rename of Improved Elemental Fury and its benefits.
- **One with the Untamed.** Rename of Beast Spells.
- **Primordial Incarnation.** Rename of Archdruid and its benefits.

- Gain the Primalist's level 1 features, which are listed in the Primalist Features table. See the multiclassing rules in *the D&D Beyond Basic Rules* to determine your available spell slots, adding all your Primalist levels.

PRIMALIST CLASS FEATURES

As a Primalist, you gain the following class features when you reach the specified Primalist levels. These features are listed in the Primalist Features table.

LEVEL 1: SPELLCASTING

Through your connection to the raw primordial forces of the galaxy, you have learned to cast spells. See the *D&D Beyond Basic Rules* for the rules on spellcasting. The information below details how you use those rules with Primalist spells, which appear in the Primalist spell list later in the class's description.

Cantrips. You know two Primalist cantrips of your choice from the Primalist spell list. *Primalcraft* (*Druidcraft*) and *Produce Flame* are recommended.

Whenever you gain a Primalist level, you can replace one of your cantrips with another cantrip of your choice from the Primalist spell list.

When you reach Primalist levels 4 and 10, you learn another Primalist cantrip of your choice from the Primalist spell list, as shown in the Cantrips column of the Primalist features table.

Spell Slots. The Primalist Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Primalist spell list. *Cure Wounds*, *Detect Magic*, *Faerie Fire*, and *Thunderwave* are recommended.

PRIMALIST FEATURES

LEVEL	PROFICIENCY BONUS	CLASS FEATURES	PRIMAL CHANNEL	CANTRIPS	PREPARED SPELLS	SPELL SLOTS PER SPELL LEVEL								
						1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Archaic Pathways, Speech of the Untamed	—	2	2	2	—	—	—	—	—	—	—	—
2	+2	Primal Channel	2	2	4	3	—	—	—	—	—	—	—	—
3	+2	Primalist Subclass	2	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	3	7	4	3	—	—	—	—	—	—	—
5	+3	Primordial Pulse	2	3	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	3	3	10	4	3	3	—	—	—	—	—	—
7	+3	Untamed Wrath	3	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	3	3	12	4	3	3	2	—	—	—	—	—
9	+4	—	3	3	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass feature	3	4	15	4	3	3	3	2	—	—	—	—
11	+4	—	3	4	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	3	4	16	4	3	3	3	2	1	—	—	—
13	+5	—	3	4	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	3	4	17	4	3	3	3	2	1	1	—	—
15	+5	Force of the Ancients	3	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	3	4	18	4	3	3	3	2	1	1	1	—
17	+6	—	4	4	19	4	3	3	3	2	1	1	1	1
18	+6	One with the Untamed	4	4	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	4	4	21	4	3	3	3	3	2	1	1	1
20	+6	Primordial Incarnation	4	4	22	4	3	3	3	3	2	2	1	1

The number of spells on your list increases as you gain Primalist levels, as shown in the Prepared Spells column of the Primalist Features table. Whenever that number increases, choose additional spells from the Primalist spell list until the number of spells on your list matches the number in on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Primalist, your list of prepared spells can include six spells of level 1 or 2 in any combination.

If another Primalist feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Primalist spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells with other Primalist spells for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Primalist spells.

Spellcasting Focus. You can use a Primal Focus as a Spellcasting Focus for your Primalist spells.

LEVEL 1: ARCHAIC PATHWAYS

You walk an ancient path that determines how you connect with the primal forces, dedicating yourself to one of the following roles of your choice.

Guardian. Trained for battle, you gain proficiency with Martial weapons and training with Medium armor.

Naturalist. You know one extra cantrip from the Primalist spell list. In addition, your mystical connection to nature gives you a bonus to your Intelligence (Arcana, Investigation, or Nature) checks. The bonus equals your Wisdom modifier (minimum bonus of +1).

LEVEL 1: SPEECH OF THE UNTAMED

You can always commune with the forces of the wild places. You know Clysmic, the language of Elementals, world souls, and creatures in tune with the forces of the wild. You always have the *Speak with Animals* spell prepared, and you can communicate with Monstrosities using it in addition to Beasts.

You can use Clysmic to leave hidden messages in writing or markers made from stones, sticks, and other natural materials. You and others who know Clysmic automatically spot such a message. Others spot the message's presence with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

LEVEL 2: PRIMAL CHANNEL

You can harness the primal power flowing through you to create magical effects. You start with two such effects, Call Wildling and Primal Form, each of which is described below. Each time you use Primal Channel, choose which effect to create.

You can use Primal Channel twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Primalist levels, as shown in the Primal Channel column of the Primalist Features table.

If a Primal Channel effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Call Wildling. You can summon a spirit of the wild that assumes a form to aid you. As a Magic action, you can cast the *Autonomous Assistant* spell without Material components.

When you cast the spell in this way, the summoned creature is an Elemental or a Monstrosity (your choice) and disappears when you finish a Long Rest. It appears as an alien or an elementally infused creature.

Primal Form. Your connection to primordial forces allows you to adopt its form in various ways. As a Bonus Action, you shape-shift into one of the forms you know for this feature, which are detailed in the "Primal Forms" section later in this class's description. You stay in that form for a number of hours equal to half your Primalist level or until you use Primal Form again, have the Unconscious condition, or die. You can also leave the form early as a Bonus Action.

While in one of these forms, you retain your personality, memories, and ability to speak, and the following rules apply:

Temporary Hit Points. When you assume a Primal Form, you gain a number of Temporary Hit Points equal to your Primalist level.

Game Statistics. Your game statistics are replaced by the form's stat block.

No Spellcasting. You can't cast spells, but shape-shifting doesn't break your Concentration or otherwise interfere with a spell you've already cast.

Objects. Your ability to handle objects is determined by your form's limbs. In addition, you choose whether your equipment falls in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether the new form can wear a piece of equipment based on the creature's size and shape. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with the form. Equipment that merges with the form has no effect while you're in that form.

LEVEL 3: PRIMALIST SUBCLASS

You gain a Primalist subclass of your choice. The Splicer and Worldspeaker subclasses are detailed after this class's description, and the Hivemind and Xenotrainer subclasses appear in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Primalist levels. For the rest of your career, you gain each of your subclass's features that are of your Primalist level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Primalist levels 8, 12, and 16.

LEVEL 5: PRIMORDIAL PULSE

You can now transfer your raw, primordial power into your wild spellcasting. Once on each of your turns, if you have no uses of Primal Channel left, you can give yourself one use by expending a spell slot (no action required).

In addition, you can expend one use of Primal Channel (no action required) to give yourself a level 1 spell slot, but you can't do so again until you finish a Long Rest.

LEVEL 7: UNTAMED WRATH

Primordial elements enkindle their ferocity within you. You gain one of the following options of your choice.

Elemental Chaos. Once on each of your turns when you hit a creature with an attack roll using a weapon or a Primal Form's attack, you can cause the target to take an extra 1d8 Acid, Cold, Fire, Lightning, or Thunder damage (choose when you hit).

Ferocious Mysticism. Add your Wisdom modifier to the damage you deal with any Primalist cantrip.

LEVEL 15: FORCE OF THE ANCIENTS

You unleash the wrath of the primordial forces of the galaxy. The option you chose for Primordial Fury boils over with power, as detailed below.

Elemental Chaos. The extra damage of your Elemental Chaos increases to 2d8.

Ferocious Mysticism. When you cast a Primalist cantrip with a range of 10 feet or greater, the spell's range increases by 300 feet.

LEVEL 18: ONE WITH THE UNTAMED

You have mastered your primal shaping. While using Primal Form, you can cast spells in that form, except for any spell that has a Material component with a cost specified or that consumes its Material component.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

LEVEL 20: PRIMORDIAL INCARNATION

Your being is fully suffused with powerful primordial magic, granting you the following benefits.

Primeval Essence. You draw vitality from your connection to primordial nature and as a result you age more slowly. For every ten years that pass, your body ages only one year.

Untamed Wellspring. Whenever you roll Initiative and have no uses of Primal Channel left, you regain one expended use of it.

Wild Cycle. You can convert uses of Primal Channel into a spell slot (no action required). Choose a number of your unexpended uses of Primal Channel and convert them into a single spell slot, with each use contributing 2 spell levels. For example, if you convert two uses of Primal Channel, you produce a level 4 spell slot. Once you use this benefit, you can't do so again until you finish a Long Rest.

AMBUSH FORM

Medium or Small Animal (Your Creature Type Doesn't Change)

AC 10 + your Wisdom modifier
Initiative equals your Initiative
HP use your Hit Points and Hit Point Dice
Speed 40 ft.
DEX equals your Wisdom score
STR, CON, INT, WIS, CHA use your scores
Saves use your proficiencies
Skills use your proficiencies
Senses Darkvision 60 ft.
Languages the languages you know
PB equals your Proficiency Bonus

TRAITS

Ambusher. You have Advantage on Initiative rolls and on Dexterity (Stealth) checks.

Keen Senses. You have Advantage on Wisdom (Perception) checks.

Primal Aspects. You can choose a number of Primal Aspects up to your Proficiency Bonus.

ACTIONS

Primal Pounce. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d6 plus your Wisdom modifier Bludgeoning, Piercing, or Slashing damage (your choice when you assume this form). If you moved at least 20 feet immediately before the hit, the target takes an extra 1d6 damage of the same type.

Multiattack (Requires Level 5+ Primalist). You make two Primal Pounce attacks.

BONUS ACTIONS

Stalk. You move up to your Speed. At the end of this movement, you can take the Hide action.

BATTLE FORM

Large or Medium Animal (Your Creature Type Doesn't Change)

AC 12 + your Wisdom modifier
Initiative equals your Initiative
HP use your Hit Points and Hit Point Dice
Speed 30 ft.
STR, DEX equal your Wisdom score
CON, INT, WIS, CHA use your scores
Saves use your proficiencies
Skills use your proficiencies
Senses Darkvision 60 ft.
Languages the languages you know
PB equals your Proficiency Bonus

TRAITS

Keen Senses. You have Advantage on Wisdom (Perception) checks.

Primal Aspects. You can choose a number of Primal Aspects up to your Proficiency Bonus.

ACTIONS

Primal Thrash. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 plus your Wisdom modifier Bludgeoning, Piercing, or Slashing damage (your choice when you assume this form). If the target is a creature no larger than you, it must succeed on a Strength saving throw against your spell save DC or have the Prone condition.

Multiattack (Requires Level 5+ Primalist). You make two Primal Thrash attacks.

REACTIONS

Pack Protection. *Trigger:* An ally within 5 feet of you that you can see is hit by an attack roll. *Response:* Reduce the damage dealt by the attack by 1d8 plus your Wisdom modifier.

SWIFT FORM

Medium, Small, or Tiny Animal (Your Creature Type Doesn't Change)

AC 10 + your Wisdom modifier
Initiative equals your Initiative
HP use your Hit Points and Hit Point Dice
Speed 50 ft.
DEX equals your Wisdom score
STR, CON, INT, WIS, CHA use your scores
Saves use your proficiencies
Skills use your proficiencies
Senses Darkvision 60 ft.
Languages the languages you know
PB equals your Proficiency Bonus

TRAITS

Evasive. You don't provoke an Opportunity Attack when you leave an opponent's reach.

Keen Senses. You have Advantage on Wisdom (Perception) checks.

Primal Aspects. You can choose a number of Primal Aspects up to your Proficiency Bonus.

ACTIONS

Primal Strike. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d6 plus your Wisdom modifier Bludgeoning, Piercing, or Slashing damage (your choice when you assume this form). If you are Tiny, you deal 1 damage instead.

Multiattack (Requires Level 5+ Primalist). You make two Primal Strike attacks.

BONUS ACTIONS

Swift Dart. You take the Dash action.

PRIMAL FORMS

You can shape yourself into the strange and wild creatures of the galaxy. When you use your Primal Form, you shape-shift into one of the following forms: Ambush Form, Battle Form, or Swift Form. Choose the size of the form you assume from the sizes offered in the selected stat block.

When you assume a form, you determine its appearance, usually that of an animal appropriate to the form's theme (suggestions are given in each form), but you are free to create a form using hybrid features or new ones entirely with the GM's permission.

You can also add a number of Primal Aspects to the form's stat block. Primal Aspects are presented after the forms.

AMBUSH FORM

This form excels at stealth and surprise. Lithe great felines, color-changing reptiles, subtle arachnids, and nocturnal avians are common ambushing forms.

BATTLE FORM

This form excels at bringing down enemies with raw power or brutal cunning. Hulking territorial carnivores, dauntless pack hunters, blood-frenzied aquatic creatures, hardy reptiles, and giant insects are common battle forms.

SWIFT FORM

This form excels at speed and agility. Galloping herbivores, sprinting predators, slippery sea creatures, and nimble solitary hunters are common swift forms.

PRIMAL ASPECTS

You can adapt the traits of the galaxy's alien creatures. Primal Aspects are traits you can add to your Primal Form stat blocks. If a Primal Aspect has a level requirement, you must have the indicated Primalist level to select it. You can't select a Primal Aspect more than once when you assume a form.

AQUATIC

You can breathe air and water, and you gain a Swim Speed equal to your Speed. Alternatively, you can gain a Swim Speed of 60 feet, and your Speed becomes 5 feet.

BEAST OF BURDEN

You count as one size larger for the purpose of determining your carrying capacity, and you can serve as a mount to a creature whose size is equal to yours.

BLOOD FRENZY

Prerequisite: Level 3+ Primalist

You have Advantage on attack rolls against any creature that doesn't have all its Hit Points.

BURROWER

You gain a Burrow Speed equal to your Speed.

CLIMBER

You gain a Climb Speed equal to your Speed.

COMPRESSION

You can move through a space as narrow as 1 inch without expending extra movement to do so.

DIMINUTIVE

Prerequisite: Ambush Form

Your size is Tiny, and your Primal Pounce deals 1 damage on a hit, plus the extra damage if you moved at least 20 feet. When a creature you can see targets you with an attack, you can take a Reaction to impose Disadvantage on the attack roll.

ECHOLOCATION

You have Blindsight with a range of 30 feet.

ENVIRONMENTAL ADAPTATION

Prerequisite: Level 5+ Primalist

You have Resistance to one of the following damage types of your choice: Acid, Cold, Fire, Lightning, or Poison.

FLIGHT

Prerequisite: Level 8+ Primalist

Your Speed is halved, and you gain a Fly Speed equal to your Speed.

GRAPPLER

When you hit a creature no larger than yourself with a melee attack, the target has the Grappled condition (escape DC 10 plus your Strength modifier).

HARDY

Prerequisite: Level 5+ Primalist

The number of Temporary Hit Points you gain when you assume your Primal Form increases to twice your Primalist level.

LEAPER

Your Long Jump is up to 20 feet and your High Jump is up to 10 feet with or without a running start.

REACH

Your reach increases by 5 feet.

SPIDER CLIMB

You can climb difficult surfaces, including along ceilings, without needing to make an ability check.

SWALLOW

Prerequisite: Level 8+ Primalist

You gain the following action:

> ***Swallow.*** You swallow a creature you are grappling that is smaller than yourself. While swallowed, the target isn't Grappled but has the Blinded and Restrained conditions, and it has Total Cover against attacks and other effects outside of you. In addition, the target takes 3d6 Acid damage at the end of each of your turns. You can have only one target swallowed at a time, and you can't use Multiattack while you have a swallowed target. If you assume a different form, the swallowed creature is freed and lands in an unoccupied space within 5 feet of you, with the Prone condition.

THICK HIDE

You gain a +1 bonus to AC.

TREMORSENSE

You gain Tremorsense with a range of 60 feet.

AVANTRIS.COM/NEON-SURVEY

TUNNELER

Prerequisite: Level 5+ Primalist

You can burrow through solid rock at half your Burrow Speed. When you do, you leave a tunnel as wide as your space in your wake.

VENOMOUS

Your attacks deal an extra 1d6 Poison damage on a hit. When you reach Primalist level 8, the damage increases to 2d6.

WEB SPINNER

Prerequisite: Level 8+ Primalist

You gain the following action:

> ***Web (Recharge 5–6).*** *Dexterity Saving Throw:* Your spell save DC, one creature you can see within 60 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

WEB WALKER

You ignore movement restrictions caused by webs, and you know the location of any other creature in contact with the same web.

PRIMALIST SPELL LIST

This section presents the Primalist spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component. Spells marked with a ⛀ appear in the Spells section of this playtest.

Some spells are given a suggested name to better fit the setting and this class. The standard spell name is given in parentheses.

CANTRIPS (LEVEL 0 PRIMALIST SPELLS)

SPELL	SCHOOL	SPECIAL
Barbed Lure ⛀	Conjuration	—
Elementalism	Transmutation	—
Guidance	Divination	C
Mending	Transmutation	—
Message	Transmutation	—
Poison Spray	Necromancy	—
Primalcraft (Druidcraft)	Transmutation	—
Primeval Cudgel (Shillelagh)	Transmutation	—
Produce Flame	Conjuration	—
Resistance	Abjuration	C
Spare the Dying	Necromancy	—
Starry Wisp	Evocation	—
Thunder Blast ⛀	Evocation	—

LEVEL 1 PRIMALIST SPELLS

SPELL	SCHOOL	SPECIAL
Animal Friendship	Enchantment	—
Charm Person	Enchantment	—
Create or Destroy Water	Transmutation	—
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R
Entangle	Conjuration	C
Faerie Fire	Evocation	C
Fog Cloud	Conjuration	C
Goodberry	Conjuration	—
Healing Word	Abjuration	—
Ice Knife	Conjuration	—
Jump	Transmutation	—
Life Cycle ⛀	Necromancy	—
Longstrider	Transmutation	—
Protection from Evil and Good	Abjuration	C, M
Purify Food and Drink	Transmutation	R
Speak with Animals	Divination	R
Thunderwave	Evocation	—

LEVEL 2 PRIMALIST SPELLS

SPELL	SCHOOL	SPECIAL
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Augury	Divination	R, M
Barkskin	Transmutation	—
Continual Flame	Evocation	M
Darkvision	Transmutation	—
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Find Traps	Divination	—
Flame Blade	Evocation	C
Flaming Sphere	Evocation	C
Gene Splicing ⛀	Transmutation	—
Gust of Wind	Evocation	C
Harmonic Bond ⛀	Abjuration	—
Heat Metal	Transmutation	C
Hold Person	Enchantment	C
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R

SPELL	SCHOOL	SPECIAL
Locate Object	Divination	C
Moonbeam	Evocation	C
Pass without Trace	Abjuration	C
Power Sag	Evocation	C, R
Primal Bond	Divination	—
Protection from Poison	Abjuration	—
Spike Growth	Transmutation	C
Summon Wildlife	Conjuration	C, M

LEVEL 3 PRIMALIST SPELLS

SPELL	SCHOOL	SPECIAL
Aura of Harmony	Abjuration	C
Call Lightning	Conjuration	C
Conjure Animals	Conjuration	C
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Elemental Wrath	Evocation	C
Energized Weapon	Transmutation	—
Sleet Storm	Conjuration	C
Somber Trance	Necromancy	—
Speak with Plants	Transmutation	—
Summon Arcadian	Conjuration	C, M
Water Breathing	Transmutation	R
Water Walk	Transmutation	R
Wind Wall	Evocation	C

LEVEL 4 PRIMALIST SPELLS

SPELL	SCHOOL	SPECIAL
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Conjure Minor Elementals	Conjuration	C
Conjure Woodland Beings	Conjuration	C
Control Water	Transmutation	C
Divination	Divination	R, M
Dominate Beast	Enchantment	C
Fire Shield	Evocation	—
Freedom of Movement	Abjuration	—
Giant Insect	Conjuration	C
Hallucinatory Terrain	Illusion	—
Ice Storm	Evocation	—
Limning Starlight	Transmutation	C
Locate Creature	Divination	C
Luminous Wind	Evocation	—
Polymorph	Transmutation	C
Remote Tether	Conjuration	C
Stone Shape	Transmutation	—
Stoneskin	Transmutation	C, M
Summon Primordial	Conjuration	C, M
Wall of Fire	Evocation	C

LEVEL 5 PRIMALIST SPELLS

SPELL	SCHOOL	SPECIAL
Antilife Shell	Abjuration	C
Awaken	Transmutation	M
Commune with Nature	Divination	R
Cone of Cold	Evocation	—
Conjure Elemental	Conjuration	C
Contagion	Necromancy	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Insect Plague	Conjuration	C
Mass Cure Wounds	Abjuration	—
Planar Binding	Abjuration	M
Rebirth	Necromancy	M
Scrying	Divination	C, M
Tree Stride	Conjuration	C
Wall of Stone	Evocation	C

LEVEL 6 PRIMALIST SPELLS

SPELL	SCHOOL	SPECIAL
Conjure Fey	Conjuration	C
Find the Path	Divination	C, M
Flesh to Stone	Transmutation	C
Heal	Abjuration	—
Heroes' Feast	Conjuration	M
Move Earth	Transmutation	C
Sunbeam	Evocation	C
Transport via Plants	Conjuration	—
Wall of Thorns	Conjuration	C
Wind Walk	Transmutation	—

LEVEL 7 PRIMALIST SPELLS

SPELL	SCHOOL	SPECIAL
Fire Storm	Evocation	—
Mirage Arcane	Illusion	—
Plane Shift	Conjuration	M
Regenerate	Transmutation	—
Reverse Gravity	Transmutation	C
Starfall	Evocation	—
Symbol	Abjuration	M

LEVEL 8 PRIMALIST SPELLS

SPELL	SCHOOL	SPECIAL
Animal Shapes	Transmutation	—
Antipathy/Sympathy	Enchantment	—
Befuddlement	Enchantment	—
Control Weather	Transmutation	C
Earthquake	Transmutation	C
Incendiary Cloud	Conjuration	C
Sunburst	Evocation	—
Tsunami	Conjuration	C

LEVEL 9 PRIMALIST SPELLS

SPELL	SCHOOL	SPECIAL
Foresight	Divination	—
Shapechange	Transmutation	C, M
Storm of Vengeance	Conjuration	C
True Resurrection	Necromancy	M

PRIMALIST SUBCLASSES

A Primalist subclass is a specialization that grants you features at certain Primalist levels, as specified in the subclass. This section presents the Splicer and Worldspeaker subclasses. The Hivemind and Xenotrainer subclasses appear in the *Overdrive Expansion*.

SPLICER

Engineer Your Flesh with Genetic Experimentation

Splicers are Primalists who believe that science is simply an expression of interacting with the natural world, looking to discover ways to fuse the scientific and primordial to enhance themselves. By splicing their DNA with the biology of primordial and alien creatures, they can alter their flesh in bizarre new ways and become an evolved amalgamation never before seen. Many Splicers view their body as a research laboratory, experimenting on themselves and concocting new chimeric fusions until they discover the apex lifeform.

LEVEL 3: CHIMERIC SPLICING

You fuse your DNA with alien biology and primordial power. You gain the following benefits.

Accelerated Adaptation. You count your Primalist level as 2 higher when determining the Primal Aspects you qualify for.

Extra Aspect. When you assume a Primal Form, you can choose one additional Primal Aspect.

Splicer Primalist

Spliced Body. When you assume a Primal Form, you can retain your basic body shape, but you otherwise use the Primal Form statistics as normal. You can cast spells and use your equipment while retaining your own shape, and you can't choose a form size smaller than your normal size. If you increase in size while retaining your shape, your equipment grows with you.

Starting at level 18, while in a Primal Form, when you cast a spell from the Abjuration school that has a casting time of an action, you can cast it as a Bonus Action instead.

Strange Biodiversity. You add the following Primal Aspects to your list of options:

Barbed Spines

Prerequisite: Level 3+ Splicer

You gain the following Reaction.

> ***Barbed Spines.*** *Trigger:* A creature within 5 feet of you hits you with an attack roll. *Response:* The triggering creature takes 1d8 + your Wisdom modifier Piercing damage.

Grasping Tendril

Prerequisite: Level 3+ Splicer

You grow a pseudopod, tentacle, or similar appendage you can use to make Unarmed Strikes. Your reach with it is 10 feet, you use your Wisdom in place of Strength for attack and damage rolls, and it deals 1d6 Bludgeoning damage instead of the normal damage for an Unarmed Strike. The save DC for the Grapple and Shove options using this strike is your spell save DC.

Noxious

Prerequisite: Level 3+ Splicer

A creature that starts its turn in a 5-foot Emanation originating from you takes 1d6 Poison damage.

Level 3: Splicer Spells

When you reach a Primalist level specified in the Splicer Spells table, you thereafter always have the listed spells prepared.

Splicer Spells

Primalist Level	Spells
3	*Acid Splash*, *Dragon's Breath*, *Grease*, *Void Lash*, *Web*
5	*Blink*, *Vampiric Touch*
7	*Black Tentacles*, *Polymorph*
9	*Contagion*, *Hold Monster*

Level 6: Warping Biology

You gain greater facility and flexibility with your genetic experimentation. You gain the following benefits.

Alien Lashing. Each of your attacks in a Primal Form can deal its normal damage type or Acid damage. You make this choice each time you hit with an attack.

Stable Alterations. When you finish a Short or Long Rest, you gain the effect of one Primal Aspect of your choice that doesn't have a level or subclass prerequisite, even while you aren't using the Primal Form feature, until you choose a different Primal Aspect with this feature.

Level 10: Radical Modification

You discover stranger and more alien adaptations in your experiments. You gain the following benefits.

Extra Aspect. When you assume a Primal Form, you can choose one additional Primal Aspect (total of two additional aspects).

Outer Assimilation. You add the following Primal Aspects to your list of options:

Alien Adaptation

Prerequisite: Level 10+ Splicer

You have Resistance to one of the following damage types of your choice: Force, Necrotic, Psychic, or Radiant.

Hulking

Prerequisite: Level 10+ Splicer, Battle Form

Your size becomes Huge if there is room to grow, and your reach increases by 5 feet.

Neurotoxin

Prerequisite: Level 10+ Splicer

When you hit a creature with an attack that deals Piercing or Slashing damage, the target makes a Constitution saving throw against your spell save DC. On a failed save, it takes 2d8 Poison damage and has the Paralyzed condition until the start of your next turn. On a successful save, it takes half as much damage only.

Regeneration

Prerequisite: Level 10+ Splicer

While you are Bloodied and have at least 1 Hit Point, you regain 5 Hit Points at the start of your turn.

Shriek

Prerequisite: Level 10+ Splicer

You gain the following Bonus Action.

> ***Shriek (Recharge 5–6).*** *Constitution Saving Throw:* Your spell save DC, creatures within 30 feet that can hear you. *Failure:* 18 (4d8) Thunder damage. *Failure or Success:* Your shriek is audible within 300 feet.

Level 14: Genetic Recombination

You can gene-splice others into a stable, beneficial form in addition to yourself. You gain the following benefits.

Gift of Splicing. After 1 hour of magical or medical operation on a willing creature within reach (this work can be done during a Short or Long Rest), the creature gains the effect of one Primal Aspect of your choice that doesn't have a level or subclass prerequisite for 24 hours or until you use this benefit again. You can gene-splice a number of creatures equal to your Wisdom modifier (minimum one) at one time.

Lingering Modifications. When you use the Stable Alterations benefit of your Warping Biology feature, you can now choose two aspects to manifest even while not in a Primal Form.

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WORLDSPEAKER

Connect with Living Worlds to Harness Planetary Power

Worldspeakers are conduits of the living world souls at the core of planets across the Stardust Rhapsody, feeling their intense emotions and sharing in their power. By forming spiritual tethers with these elemental entities, they can usher forth the untamed environments and biomes of their bonded worlds wherever they find themselves. Most Worldspeakers become influenced by the planet they're most connected to, even taking on personality traits or physical characteristics that resemble its unique elemental attributes.

LEVEL 3: WORLD BOND

You have a strong bond with the world soul of a planet important to you. You know the *Elementalism* cantrip or another Primalist cantrip of your choice. When you finish a Long Rest, choose a bond: Abundant, Defiled, Turbulent, or Unforgiving. You form a bond with a matching world soul (you needn't be on such a world at the time) until you finish your next Long Rest. When you deal damage with a spell, you can change the spell's damage type to one associated with your bond.

LEVEL 3: PLANETARY EMBODIMENT

You unleash the elemental biome of your world. As a Bonus Action, you can expend a use of your Primal Channel feature to embody the power of a world soul. If you embody the bond that matches a world you are currently on, you can activate this feature without expending a use of Primal Channel once, and you regain the ability to do so when you finish a Long Rest.

While Planetary Embodiment is active, you are surrounded by swirling material or elements that resonate with the energy you channel. This embodiment lasts for 10 minutes. It ends early if you dismiss it (no action required), have the Incapacitated condition, or use this feature again.

When you activate this feature, choose which of the following embodiments you manifest and gain its benefits for the duration. If this feature forces a creature to make a saving throw, the DC equals your spell save DC, and if an effect deals damage, choose a damage type of your current World Bond.

Abundant. When you activate this embodiment, one creature you can see within 30 feet of yourself regains 1d8 Hit Points. For the duration, when you restore Hit Points to a creature, you can add a bonus to the total restored equal to your Wisdom modifier (minimum of +1). If your World Bond is Abundant, increase the bonus by 2.

Defiled. When you activate this embodiment, or as a Bonus Action on your subsequent turns, one creature you can see within 30 feet of yourself takes damage equal to your Wisdom modifier (minimum of 1). The target must succeed on a Constitution saving throw or have Disadvantage on attack rolls and ability checks until the start of your next turn. If your World Bond is Defiled, the target has Disadvantage on its saving throw against this effect.

Turbulent. When you activate this embodiment, or as a Bonus Action on your subsequent turns, choose a creature you can see within 30 feet of yourself. The target's Speed is halved until the start of your next turn, and it must succeed on a Strength saving throw or be pushed up to 10 feet in a horizontal direction of your choice. If your World Bond is Turbulent, increase the distance a creature is pushed by 5 feet.

Unforgiving. When you activate this embodiment, or as a Bonus Action on your subsequent turns, you can blast a creature you can see within 30 feet of yourself. The target must succeed on a Dexterity saving throw or take damage equal to a number of d6s equal to your Wisdom modifier (minimum of 1d6) and starts burning. If your World Bond is Unforgiving, on a successful save, the target takes half as much damage only.

LEVEL 3: WORLDSPEAKER SPELLS

When you reach a Primalist level specified in the Worldspeaker Spells table, you thereafter always have the listed spells prepared.

Worldspeaker Spells

Primalist Level	Spells
3	*Barbed Lure*, *Chromatic Orb*, *Entangle*, *Life Cycle*, *Spike Growth*
5	*Elemental Wrath*, *Tiny Hut*
7	*Summon Primordial*, *Wall of Fire*
9	*Commune with Nature*, *Concussive Wave*, *Mirage Arcane*

LEVEL 6: WORLD SOUL'S MANTLE

The energy of your world erupts around you, no matter where you are. You gain the following benefits.

Planetary Travel. While your Planetary Embodiment is active, you ignore Difficult Terrain, and you can take the Dash action as a Bonus Action (which can be done as part of the Bonus Action to activate or use the feature).

Worldly Resistance. When you select your World Bond, choose one of the damage types associated with it. You gain Resistance to that damage type until you select a World Bond again.

World Bonds

Bond	World Tags	Damage Type
Abundant	Acidic, Idyllic, Verdant	Acid, Piercing, Poison
Defiled	Deathly, Eldritch, Entropy, Instinct, Progress, Radioactive, Space, Technological, Thrill, Toxic	Necrotic, Psychic, Slashing
Turbulent	Airy, Aquatic, Frigid, Storming	Cold, Lightning, Thunder
Unforgiving	Luminous, Rocky, Scorching	Bludgeoning, Fire, Radiant

LEVEL 10: BIOME SANCTUARY

The elements defend you and your allies. While your Planetary Embodiment is active, you project a 10-foot Emanation. Your allies within that area gain Resistance to the same damage type as your Worldly Resistance benefit. When you or an ally takes damage of that type, the target can take a Reaction to expend and roll one Hit Point Die to regain a number of Hit Points equal to the number rolled.

LEVEL 14: THE WORLD SPEAKS

You have become the herald of your world. You can cast *Commune with Nature* without a spell slot once, and you regain the ability to do so when you finish a Long Rest.

In addition, when you activate your Planetary Embodiment feature, you can empower it. When you do, the Emanation of your Biome Sanctuary feature increases to 30 feet for 1 minute. During that minute, the Emanation is Difficult Terrain for your enemies and an enemy that enters the Emanation for the first time on a turn or starts its turn there must make a saving throw against your spell save DC. The type of saving throw and the effect on a failed save are determined by the embodiment chosen. Once you empower your Emanation this way, you can't do so again until you finish a Long Rest.

Abundant (Strength Saving Throw). On a failed save, the target has the Restrained condition until the start of its next turn.

Defiled (Wisdom Saving Throw). On a failed save, immediately after the target takes an action or a Bonus Action before the start of its next turn, it takes 3d8 damage of a type determined by your World Bond (your choice).

Turbulent (Strength Saving Throw). On a failed save, the target has the Prone condition, and its Speed is 0 until the start of its next turn.

Unforgiving (Constitution Saving Throw). On a failed save, the target gains 1 Exhaustion level. This can't raise a creature's Exhaustion level above 3.

Worldspeaker Primalist

CLASS

SCOUNDREL

A Cunning Opportunist Who Fights Dirty

CORE SCOUNDREL TRAITS

PRIMARY ABILITY	DEXTERITY
Hit Point Die	D8 per Scoundrel level
Saving Throw Proficiencies	Dexterity and Intelligence
Skill Proficiencies	*Choose 4:* Acrobatics, Athletics, Computers, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth, or Technology
Weapon Proficiencies	Simple weapons, and Martial weapons that have the Finesse or Light property
Tool Proficiencies	*Choose Bypass Tools or Spiking Deck*
Armor Training	Light armor
Starting Equipment	*Choose A or B:* (A) Light Armor, 2 Combat Knives, Quickblade, Light Laser Pistol, Light Pistol, 20 Bullets, 4 Power Cells, Magazine, Bypass Tools or Spiking Deck chosen for the proficiency above, Intruder's Pack, and ₰755; or (B) ₰6,000

Scoundrels use their sharp wits, daring physical feats, and subterfuge to strike foes where and when they are weakest, whether in a fight or across the negotiation table. Though they are known for incredible bouts of luck, the truth is, Scoundrels make their own fortune. Even so, many carry a lucky set of dice or other talisman.

They hone their guile and practical skills while keeping an eye out for every opportunity, never willing to let one pass without taking a cut for themselves. Many Scoundrels are highly persuasive fast talkers with a magnetic swagger, while others focus on subtler skills useful in sabotage or infiltration.

Scoundrels do whatever it takes to get the edge on their opponents in combat, not shying away from cheap tricks and underhanded tactics. They often rely on precision and subtlety, choosing to take the perfect shot or chance a lucky break to turn the tide in battle.

Most Scoundrels are individualists doing what they must to make their way in a dangerous galaxy. Some are drawn to the perks of a criminal life in the galactic underworld, while others attempt to make an honest living —as long as it suits them.

BECOMING A SCOUNDREL

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Scoundrel Traits table.
- Gain the Scoundrel's level 1 features, which are listed in the Scoundrel Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Scoundrel Traits table: Hit Point Die, proficiency in one skill of your choice from the Scoundrel's skill list, proficiency with Bypass Tools, and training with Light armor.
- Gain the Scoundrel's level 1 features, which are listed in the Scoundrel Features table.

NEON ROGUE: THE SCOUNDREL

Scoundrel is the Neon Odyssey expression of Rogue. The adjusted features are:

- **Skill Proficiencies.** Adds Computers and Technology to the list of choices.
- **Cheap Shot.** Rename of Sneak Attack.
- **Smuggler's Slang.** Rename of the Thieves' Cant feature and language.
- **Slick Maneuver.** Rename of Cunning Action.
- **Zero In.** Rename of Steady Aim.
- **Dirty Trick.** Rename of Cunning Strike and its options.
- **Lucky Break.** Rename of Uncanny Dodge.
- **Agile Escape.** Rename of Evasion.
- **Upper Hand.** Rename of Reliable Talent.
- **Double Down.** Rename of Improved Cunning Strike.
- **Dirty Deeds.** Rename of Devious Strikes and its options.
- **Sharp Wits.** Rename of Slippery Mind.
- **One Step Ahead.** Rename of Elusive.
- **Epic Boon.** Suggests a different feat.
- **Fortune Favored.** New feature that includes the original function of Stroke of Luck and adds a new benefit, Supreme Savvy.

SCOUNDREL CLASS FEATURES

As a Scoundrel, you gain the following class features when you reach the specified Scoundrel levels. These features are listed in the Scoundrel Features table.

LEVEL 1: CHEAP SHOT

You don't play fair, and you know how to strike an opponent when and where they least expect it. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack roll if you have Advantage on the roll and the attack uses a Finesse or Ranged weapon. The extra damage type is the same as the weapon's type.

You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

The extra damage increases as you gain Scoundrel levels, as shown in the Cheap Shot column of the Scoundrel Features table.

LEVEL 1: EXPERTISE

You gain Expertise in two of your skill proficiencies of your choice. Sleight of Hand and Stealth are recommended if you have proficiency in them.

At Scoundrel level 6, you gain Expertise in two more of your skill proficiencies of your choice.

LEVEL 1: SMUGGLER'S SLANG

Your time in the galaxy's underworld has allowed you to pick up useful languages. You know Smuggler's Slang and one other language of your choice, which you choose from the language tables in the Setting Primer.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Combat Knives and Light Laser Pistols.

SCOUNDREL FEATURES

LEVEL	PROFICIENCY BONUS	CLASS FEATURES	CHEAP SHOT
1	+2	Cheap Shot, Expertise, Smuggler's Slang, Weapon Mastery	1d6
2	+2	Slick Maneuver	1d6
3	+2	Scoundrel Subclass, Zero In	2d6
4	+2	Ability Score Improvement	2d6
5	+3	Dirty Trick, Lucky Break	3d6
6	+3	Expertise	3d6
7	+3	Agile Escape, Upper Hand	4d6
8	+3	Ability Score Improvement	4d6
9	+4	Subclass feature	5d6
10	+4	Ability Score Improvement	5d6
11	+4	Double Down	6d6
12	+4	Ability Score Improvement	6d6
13	+5	Subclass feature	7d6
14	+5	Dirty Deeds	7d6
15	+5	Sharp Wits	8d6
16	+5	Ability Score Improvement	8d6
17	+6	Subclass feature	9d6
18	+6	One Step Ahead	9d6
19	+6	Epic Boon	10d6
20	+6	Fortune Favored	10d6

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Laser Carbines and Combat Blades.

LEVEL 2: SLICK MANEUVER

Your sharp wits and quick steps enable you to slip in and out of any engagement. On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

LEVEL 3: SCOUNDREL SUBCLASS

You gain a Scoundrel subclass of your choice. The Operative and Quickdraw subclasses are detailed after this class's description, and the Chemboss and Echo subclasses are detailed in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Scoundrel levels. For the rest of your career, you gain each of your subclass's features that are of your Scoundrel level or lower.

LEVEL 3: ZERO IN

You know how to focus your aim to hone in on any target. As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Scoundrel levels 8, 10, 12, and 16.

LEVEL 5: DIRTY TRICK

You're not above employing dirty tricks when you catch foes unaware. When you deal Cheap Shot damage, you can add one of the following Dirty Trick effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forgo to add the effect. You remove the die before rolling, and the effect occurs immediately after the attack's damage is dealt. For example, if you add the Toxic Payload effect, remove 1d6 from the Cheap Shot's damage before rolling.

If a Dirty Trick effect requires a saving throw, the DC equals 8 plus your Dexterity modifier and Proficiency Bonus.

Quick Getaway (Cost: 1d6). Immediately after the attack, you move up to half your Speed without provoking Opportunity Attacks.

Tendon Strike (Cost: 1d6). If the target is Large or smaller, it must succeed on a Dexterity saving throw or have the Prone condition.

Toxic Payload (Cost: 1d6). You add a toxin to your strike, forcing the target to make a Constitution saving throw. On

a failed save, the target has the Poisoned condition for 1 minute. At the end of each of its turns, the Poisoned target repeats the save, ending the effect on itself on a success.

To use this effect, you must have a Toxin Kit on your person.

LEVEL 5: LUCKY BREAK

You come out of many dangerous circumstances unscathed. When an attacker that you can see hits you with an attack roll, you can take a Reaction to halve the attack's damage against you (round down).

LEVEL 7: AGILE ESCAPE

Your heightened sense of danger accelerates your reflexes. When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. You can't use this feature if you have the Incapacitated condition.

LEVEL 7: UPPER HAND

You know how to maintain the edge in any scenario. Whenever you make an ability check that uses one of your skill or tool proficiencies, you can treat a d20 roll of 9 or lower as a 10.

LEVEL 11: DOUBLE DOWN

You master your old tricks. You can use up to two Dirty Trick effects when you deal Cheap Shot damage, paying the die cost for each effect.

LEVEL 14: DIRTY DEEDS

You have even more devious tricks up your sleeve when you Cheap Shot a foe. The following effects are now among your Dirty Trick options.

Blackout (Cost: 6d6). The target must succeed on a Constitution saving throw, or it has the Unconscious condition for 1 minute or until it takes any damage. The Unconscious target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Blind Spot (Cost: 3d6). The target must succeed on a Dexterity saving throw, or it has the Blinded condition until the end of its next turn.

Brain Rattle (Cost: 2d6). The target must succeed on a Constitution saving throw, or on its next turn, it can do only one of the following: move or take an action or a Bonus Action.

LEVEL 15: SHARP WITS

You hone your guile to keep your mind your own. You gain proficiency in Wisdom and Charisma saving throws.

LEVEL 18: ONE STEP AHEAD

You are rarely caught on the back foot. No attack roll can have Advantage against you unless you have the Incapacitated condition.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see *The D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. Boon of Fate is recommended.

LEVEL 20: FORTUNE FAVORED

Lady Luck is always on your side. You gain the following benefits.

Defy the Odds. If you fail a D20 Test, you can turn the roll into a 20.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

Supreme Savvy. You have Expertise in all skills in which you have proficiency.

SCOUNDREL SUBCLASSES

A Scoundrel subclass is a specialization that grants you features at certain Scoundrel levels, as specified in the subclass. This section presents the Operative and Quickdraw subclasses. The Chemboss and Echo subclasses appear in the *Overdrive Expansion*.

OPERATIVE

Become the Ultimate Agent of Espionage

Operatives specialize in top-secret assignments and impossible missions, mastering the arts of infiltration and espionage. Their expert training and advanced gadgetry allow them to complete their objectives, oftentimes without ever being detected. Some of these Scoundrels conduct high-risk operations for governments or other galactic organizations, while others use their specialized skills to advance their own covert aims.

LEVEL 3: PRECISION PROTOCOL

You have cultivated the following techniques to support your missions.

Gadget Savvy. As a Bonus Action, you can take the Utilize action, or take the Magic action to use a magic item that requires that action.

Sniper Training. You have proficiency with Sniper Rifles.

Tools of the Trade. You gain a Forger's Kit and an Infiltrator's Kit, and you have proficiency with them. You also gain an Ascension Gun.

LEVEL 3: SMOOTH OPERATOR

Your skills can see you through any covert assignment, granting you the following benefits.

Grace Under Pressure. When a creature you can see succeeds on a Wisdom (Perception) check to find you, or when you fail a Charisma (Deception or Persuasion) check, you can roll a d20 and force the ability check to use the new number instead of the original d20 roll. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

One Shot, One Kill. You can apply a specialized technique when you hit or miss a creature with an attack roll using a weapon or an Unarmed Strike. On a hit, you can activate the Sap mastery property in addition to a different mastery property you're using with that weapon. On a miss, you can activate the Graze mastery property. You can use this benefit a number of times equal to your Dexterity modifier (minimum of once). You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

Overwatch. You add your Proficiency Bonus to Initiative rolls.

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LEVEL 9: WITHOUT A TRACE

You strike without warning, using the art of uncertainty as the perfect distraction to slip away.

If you deal Cheap Shot damage on your turn, at the end of the turn, you can make a Dexterity (Stealth) check as if you took the Hide action, even if an enemy can see you (you must meet all other requirements to hide). You can use this feature a number of times equal to your Dexterity modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 13: PHANTOM STRIKE

Your ability to expertly and stealthily eliminate targets can cause panic among those who remain. When you use your Without a Trace feature, the target takes 2d6 Psychic damage whether the attack hits or misses. If the attack hits, a number of other creatures of your choice up to your Dexterity modifier (minimum of 1 enemy) within 30 feet of the target have the Frightened condition toward the target until the start of your next turn.

LEVEL 17: CONTINGENCY PLAN

You never go into a high-risk situation without a contingency plan and always have the right gadget to finish the job. During your turn, you can enact one of the contingencies described below. Although the options duplicate spells, the effects aren't magical but are a product of your equipment or training.

ANTICIPATED TACTICS. At the start of your turn, you can enact drills and plans that perfectly fit the current situation (no action required). You gain the effect of the *Foresight* spell until the end of your next turn.

EXIT STRATEGY. You never know when you need to be elsewhere in a hurry. As a Bonus Action, you gain the effect of the *Mislead* spell for 1 hour, requiring no spell components or Concentration (you can end the spell at any time, no action required). You must have a Holoprojector on your person to use this contingency.

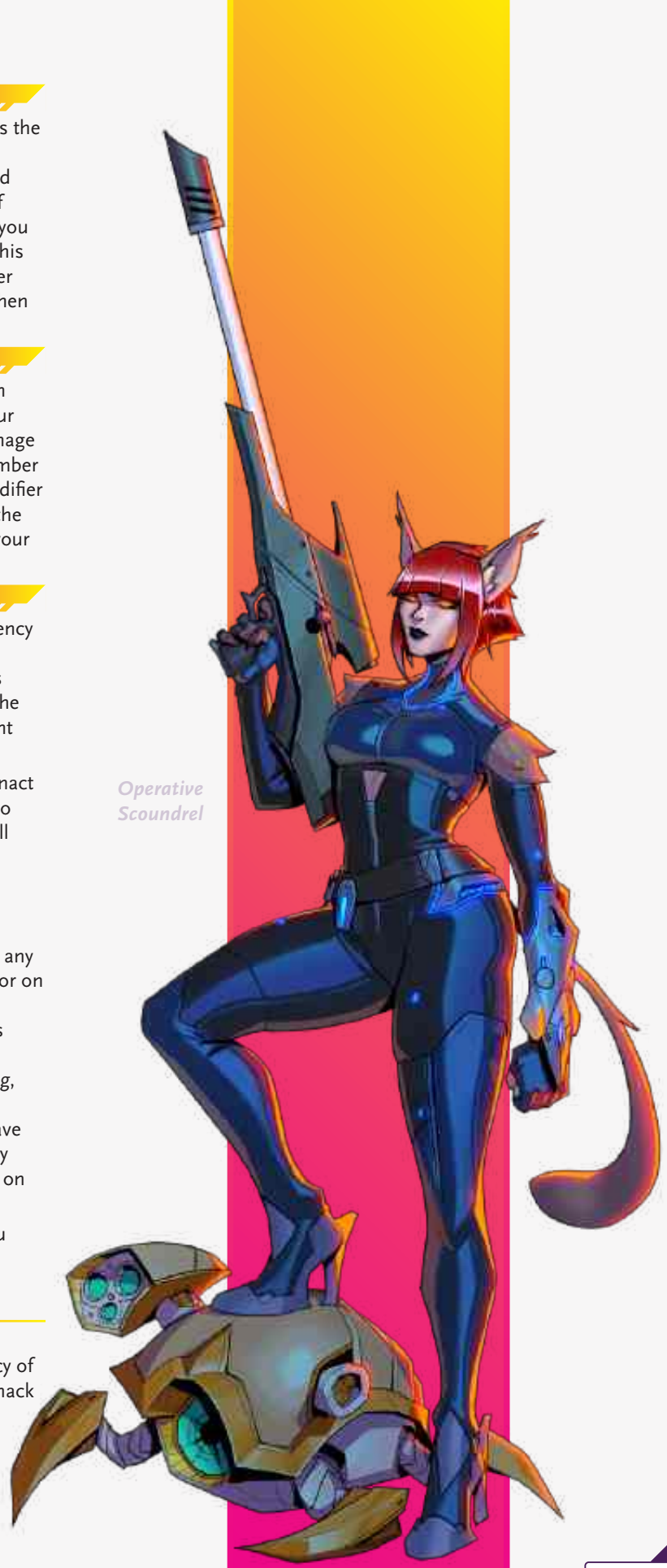
THE BEST DEFENSE. You enact an emergency offensive. As a Bonus Action, you set off a device that creates one of the following spell effects of your choice: *Chain Lightning*, *Cloudkill* (1 minute with no Concentration; the cloud is stationary), *Cone of Cold*, *Fireball*, or *Psychic Storm* (save DC equals 8 plus your Dexterity modifier and Proficiency Bonus). You must have a Ranged weapon or a Grenade on your person to use this contingency.

Once you use this feature, you can't do so again until you finish a Long Rest.

QUICKDRAW

Outgun Opponents with Deadly Aim

Quickdraws are known for the blazing speed and accuracy of their every shot. These gun-slinging Scoundrels have a knack for marksmanship and misdirection with sharp eyes that can find opportunities and openings in gunfights. Some Quickdraws become feared desperados, while others try their hand at bringing order to the lawless corners of the galaxy.



Operative Scoundrel

LEVEL 3: DEADEYE

Your gunslinging skills allow you to outdraw your opponent and hit your mark. You gain the following benefits.

Bullseye. When you make an attack roll and roll an 18 or 19 on the d20, you can cause the attack to score a Critical Hit. You can use this benefit a number of times equal to your Dexterity modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

One Eye Open. You have Advantage on Initiative rolls.

Shoot First. When you roll Initiative, if you can see an enemy, you can take a Reaction to make one attack with a Ranged weapon that lacks the Heavy and Two-Handed properties. If your Initiative is higher than your target's, you have Advantage on the attack roll. Once you use this feature, you can't use it again until you finish a Short or Long Rest.

LEVEL 3: FAST HANDS

Your time practicing gunplay and gambling has given you quick fingers. You gain the following benefits.

Now You See It. As a Bonus Action, you can make a Dexterity (Sleight of Hand) check to pick a pocket or pocket a Tiny object, or take the Utilize action with a Game Set.

Quick Load. When you take the Attack action using a weapon with the Reload property, you can reload it once as part of the same action.

LEVEL 9: TRICK SHOT

You've learned how to wield a firearm with startling finesse. The following are now Dirty Trick options for you:

Drop It (Cost: 2d6). When you deal Cheap Shot damage with a Ranged weapon, the target must succeed on a Constitution saving throw or drop one item of your choice it is holding. The object lands at the creature's feet in its space.

Fan the Hammer (Cost: 1d6). When you deal Cheap Shot damage with a Ranged weapon, you can target a second creature you can see within 30 feet of the first creature. Roll half the number of Cheap Shot damage dice for your level (round up), and the second creature takes damage of the weapon's type equal to the roll's total.

LEVEL 13: HEADS DOWN

You are prepared for gunfights and shootouts to keep your enemies pinned down. When you hit a creature with an attack roll, you can force the target to make a Wisdom saving throw against your Dirty Trick save DC. On a failed save, the target has Disadvantage on attack rolls and ability checks until the start of your next turn.

You can use this feature a number of times equal to your Dexterity modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 17: GUNSLINGING LEGEND

Tall tales of your shooting skills are told in saloons across the galaxy. You gain the following benefits.

Deadshot. Once on each of your turns when you reduce a creature to 0 Hit Points with an attack made with a Ranged weapon, you can immediately make another attack with the same weapon against a different creature. If this attack hits, you also deal half your Cheap Shot damage to the target.

Run for Cover. When you use your Lucky Break feature, you can move up to half your Speed without provoking Opportunity Attacks as part of the same Reaction.

Quickdraw Scoundrel

CLASS

SOLDIER

A Battlefield Specialist Trained for Any Conflict

CORE SOLDIER TRAITS

Primary Ability	Strength or Dexterity
Hit Point Die	D10 per Soldier level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	*Choose 2:* Acrobatics, Athletics, History, Insight, Intimidation, Medicine, Persuasion, Perception, Stealth, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	*Choose A, B, or C:* (A) Heavy Armor, Mag Flail, Breach Rifle, Heavy Laser Pistol, 2 Power Cells, 40 Shells, 2 Magazines, Outrunner's Pack, and ₰150; (B) Light Armor (Composite Weave), Quickblade, Saber, Plasma Pistol, Repeating Laser, 4 Power Cells, Outrunner's Pack, and ₰120; or (C) ₰11,000

Soldiers are combat experts with the skill and discipline to fight and survive in a galaxy at war. Their training and experience have earned them mastery of the weapons, armor, and equipment needed to claim victory on battlefields of any scale. They have a deep understanding of the strategy and tactics that define every stage of a conflict, from planning to execution and aftermath.

For most Soldiers, there is strength in numbers, and they share the belief that the best way to endure the innumerable dangers of the Stardust Rhapsody is to stand together. Even if they have long since left a formal military, they often seek out a new group of comrades that they can call their unit. Solitary Soldiers will wander the stars and lend their combat prowess and leadership to various minor conflicts before moving on once more.

Soldiers can be found on every battlefield across the galaxy. Whether career military, conscripted fighters, veteran mercenaries, bodyguards, or even bounty hunters, the art of battle is their shared language, and they drill relentlessly to master it. Whatever their origin, Soldiers know the cost of victory and will make the hard choices to achieve it, protecting those they call comrades.

BECOMING A SOLDIER

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Soldier Traits table.
- Gain the Soldier's level 1 features, which are listed in the Soldier Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Solider Traits table: Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Soldier's level 1 features, which are listed in the Soldier Features table.

NEON FIGHTER: THE SOLDIER

Soldier is the *Neon Odyssey* expression of Fighter. Its adjusted features are:

- **Skill Proficiencies.** Adds Medicine and Stealth to the list of choices and removes Animal Handling from it.
- **Frontline Rally.** Rename of Second Wind.
- **Rapid Reload.** New feature that allows the Soldier to reload a weapon more quickly.
- **Tactical Discipline.** Rename of Tactical Mind.
- **Field Reposition.** Rename of Tactical Shift.
- **No Surrender.** Rename of Indomitable.
- **Adaptive Arsenal.** Rename of Tactical Master.
- **Combat Recalibration.** Rename of Studied Attacks.
- **Warzone Supremacy.** New feature that incorporates Three Extra Attacks and adds a new benefit, Dreadnought.

SOLDIER CLASS FEATURES

As a Soldier, you gain the following class features when you reach the specified Soldier levels. These features are listed in the Soldier Features table.

LEVEL 1: FIGHTING STYLE

You have completed rigorous training and gained a Fighting Style feat of your choice (see the *D&D Beyond Basic Rules*). Defense is recommended.

Whenever you gain a Soldier level, you can replace the feat you chose with a different Fighting Style feat.

LEVEL 1: FRONTLINE RALLY

You tap into your hard-earned discipline and resolve to push through the pain and continue the fight. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus your Soldier level.

You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

When you reach certain Soldier levels, you gain more uses of this feature, as shown in the Frontline Rally column of the Soldier Features table.

LEVEL 1: RAPID RELOAD

Your regular weapon drills have made their operation second nature to you. Once on each of your turns while you don't have the Incapacitated condition, you can reload a weapon you're holding that has the Powered or Reload property (no action required).

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Soldier levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Soldier Features table.

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SOLDIER FEATURES

LEVEL	PROFICIENCY BONUS	CLASS FEATURES	FRONTLINE RALLY	WEAPON MASTERY
1	+2	Fighting Style, Frontline Rally, Rapid Reload, Weapon Mastery	2	3
2	+2	Adrenaline Rush (one use), Tactical Discipline	2	3
3	+2	Soldier Subclass	2	3
4	+2	Ability Score Improvement	3	4
5	+3	Extra Attack, Field Reposition	3	4
6	+3	Ability Score Improvement	3	4
7	+3	Subclass feature	3	4
8	+3	Ability Score Improvement	3	4
9	+4	No Surrender (one use), Adaptive Arsenal	3	4
10	+4	Subclass feature	4	5
11	+4	Two Extra Attacks	4	5
12	+4	Ability Score Improvement	4	5
13	+5	No Surrender (two uses), Combat Recalibration	4	5
14	+5	Ability Score Improvement	4	5
15	+5	Subclass feature	4	5
16	+5	Ability Score Improvement	4	6
17	+6	Adrenaline Rush (two uses), No Surrender (three uses)	4	6
18	+6	Subclass feature	4	6
19	+6	Epic Boon	4	6
20	+6	Warzone Supremacy	4	6

LEVEL 2: ADRENALINE RUSH

Battle-honed instincts or experience have taught you when to conserve energy and when to go all out. On your turn, you can take one additional action, except the Magic action.

Once you use this feature, you can't do so again until you finish a Short or Long Rest. Starting at level 17, you can use it twice before a rest but only once on a turn.

LEVEL 2: TACTICAL DISCIPLINE

Battlefield experience has honed your mind to analyze and adapt to any situation both in and out of combat. When you fail an ability check, you can expend a use of your Frontline Rally to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Frontline Rally isn't expended.

LEVEL 3: SOLDIER SUBCLASS

You gain a Soldier subclass of your choice. The Commando and Trooper subclasses are detailed after this class's description, and the Exomech and Nanomedic subclasses appear in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Soldier levels. For the rest of your career, you gain each of your subclass's features that are of your Soldier level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Soldier levels 6, 8, 12, 14, and 16.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 5: FIELD REPOSITION

Combat shifts from moment to moment, and you're always ready to advance with tactical precision. Whenever you activate your Frontline Rally with a Bonus Action, you can move up to half your Speed without provoking Opportunity Attacks.

LEVEL 9: NO SURRENDER

When war and strife try to break you, you refuse to yield. If you fail a saving throw, you can reroll it with a bonus equal to your Soldier level. You must use the new roll, and you can't use this feature again until you finish a Long Rest.

You can use this feature twice before a Long Rest starting at level 13 and three times before a Long Rest starting at 17.

LEVEL 9: ADAPTIVE ARSENAL

Your martial aptitude allows you to find an edge with any weapon you know how to use. When you attack with a weapon whose mastery property you can use, you can replace that property with the Push, Sap, or Slow property for that attack.

LEVEL 11: TWO EXTRA ATTACKS

You can attack three times instead of once whenever you take the Attack action on your turn.

LEVEL 13: COMBAT RECALIBRATION

You analyze every engagement, empowering you to strike with enhanced precision. If you make an attack roll against a creature and miss, you have Advantage on your next attack roll against that creature before the end of your next turn.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. Boon of Combat Prowess is recommended.

LEVEL 20: WARZONE SUPREMACY

Your mastery of the battlefield is unmatched, granting you the following benefits.

Dreadnought. When you're hit by an attack roll and take damage, you can take a Reaction and expend a use of your Frontline Rally to reduce the damage by 1d10 + your Soldier level. If you reduce the damage to 0, the attack misses you instead.

Three Extra Attacks. You can attack four times instead of once whenever you take the Attack action on your turn.

SOLDIER SUBCLASSES

A Soldier subclass is a specialization that grants you features at certain Soldier levels, as specified in the subclass. This section presents the Commando and Trooper subclasses. The Exomech and Nanomedic subclasses appear in the *Overdrive Expansion*.

COMMANDO

Gear Up to Become an Army of One

When it comes to accomplishing a mission, Commandos are the best of the best, capable of diving headfirst into battle and fighting against overwhelming odds. They can access an entire armory stored in the Hypergrid at the press of a button, allowing them to instantly equip the optimal gear for the fight at hand. Commandos are often deployed behind enemy lines or into the galaxy's most dangerous environments, though some join with a squad to turn the tide of battle.

LEVEL 3: LOADOUT

You store your arsenal in a digital armory. You can register your gear to a Hypergrid armory and quickly store or retrieve that gear.

When you finish a Short or Long Rest, you can register a loadout consisting of up to three items you touch, each of which can be a set of armor, a weapon, or a Shield. This registration fails if another creature is wearing or carrying the item, another Soldier has already registered it, or if an item is a magic item to which someone else is attuned. If you register an item beyond your maximum, you must unregister one of the others, which appears at your feet in your space. You also can unregister an item as a Bonus Action.

Commando Soldier

As a Bonus Action, you can digitize a registered item and send it into Hypergrid storage, or you can summon one from storage. If you summon armor, you can don it instantly if you aren't wearing armor, and if you summon a weapon, it appears in a free hand. Otherwise, a summoned object appears at your feet in your space.

Additionally, if you unequip a weapon on your turn, you can equip a different weapon as part of the same action or attack if you equip a registered weapon.

The maximum number of items you can have registered at once increases when you reach Soldier levels 7 (four items), 10 (five items), 15 (six items), and 18 (seven items).

LEVEL 3: WEAPON PROTOCOLS

Your Hypergrid armory can modify your weapons in an instant for the situation at hand. While you're holding a weapon registered to your Loadout, as a Bonus Action or in place of an attack when you take the Attack action on your turn, you can use one of the options below. The Commando Weapon Protocols table shows the number of uses you have when you reach certain Soldier levels.

Commando Weapon Protocols

Soldier Level	Number of Uses
3	2
5	3
9	4
13	5
17	6

You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

Plasma Charge. Move up to half your Speed. Once during this movement, if you move within 5 feet of a creature you can deal Lightning damage equal to 1d8 plus your Strength or Dexterity modifier (your choice) to the target.

Resolve Breaker. Make an attack with the weapon. On a hit, the target takes the weapon's normal damage and must subtract 1d6 from the next attack roll or saving throw it makes before the end of your next turn.

Rocket Launch. You launch an explosive at a point you can see within 120 feet of yourself. Each creature in a 5-foot-radius Sphere centered on that point makes a Dexterity saving throw (DC 8 plus your Strength or Dexterity modifier [your choice] and Proficiency Bonus), taking 2d6 Fire damage on a failed save or half as much damage on a successful one.

Suppressive Fire. You unleash a rapid burst of plasma in a 10-foot Cube centered on a point you can see within 120 feet of yourself. The Cube lasts until the start of your next turn. Each creature in that area has Disadvantage on attack rolls. When a creature enters the area, or moves within it, the creature takes 1d8 Lightning damage for every 5 feet it moves.

LEVEL 7: ARMOR PROTOCOLS

You suit up with even more advanced armor. While wearing a set of Light, Medium, or Heavy armor registered to your Loadout, you gain the following benefits.

Energy Shield. Whenever you don this armor or finish a Short or Long Rest, you gain Temporary Hit Points equal to 1d8 + half your Soldier level (round up).

Power-Assist Servos. Your carrying capacity and jump distance are doubled.

Sonic Dampeners. The armor doesn't impose Disadvantage on Dexterity (Stealth) checks.

LEVEL 7: AUGMENTED FOR WAR

Your loadout becomes even more customizable. When you register armor or a weapon to your Loadout, you can add one mod slot to it. If the item becomes unregistered, the mod slot disappears and any module in that slot is removed and appears in the same space as the item.

LEVEL 10: ADVANCED ARSENAL

You have the biggest and the best weapons. The options of your Weapon Protocols feature improve, as detailed below.

Plasma Charge. The movement from this option no longer provokes Opportunity Attacks, and the damage increases to 2d8.

Resolve Breaker. On a hit, the target takes an extra 1d8 Force damage, and the die it must subtract from a roll increases to 1d8.

Rocket Launch. The rocket now creates a 15-foot-radius Sphere, and the damage increases to 3d6.

Suppressive Fire. The size of the Cube increases to 20 feet, and the damage increases to 1d10.

LEVEL 15: ARMY OF ONE

As a terror on the battlefield, you bring the fight to the enemy. You gain the following benefits.

Glorious Fervor. When an enemy within 10 feet of you is reduced to 0 Hit Points, you can take a Reaction to regain one expended use of Weapon Protocols.

Ignore Pain. When you activate your Frontline Rally with a Bonus Action, you gain Resistance to one damage type of your choice until the start of your next turn.

Unbreakable. You have Immunity to the Frightened condition.

LEVEL 18: NO SURRENDER

Only death brings you true defeat, and you won't die so easily. You gain the following benefits.

Death Denied. You have Advantage on Death Saving Throws.

Immortal Will. You can use your Frontline Rally even while you have the Incapacitated or Unconscious conditions.

TROOPER

Lead Your Squad with Superior Tactics

Troopers are masters of battlefield coordination who use tactical expertise to lead their units to victory. In the heat of battle, they constantly assess the situation, shouting out orders and stratagems that allow their allies to fight as a unified force. Many Troopers spend their lives on war-torn galactic battlefronts as members of faction or planetary militaries, while others leave that life behind to lead smaller squads as mercenaries, security personnel, or private military contractors.

LEVEL 3: TACTICAL LEADER

You can lead your team through battle and other high-pressure situations. You teach them tactics that are fueled by special dice called Tactical Dice. You can choose yourself as a target of tactics.

You have four Tactical Dice, which are d6s. You regain all expended Tactical Dice when you finish a Short or Long Rest.

You gain an additional Tactical Die when you reach Soldier levels 7 (five dice total) and 15 (six dice total).

Advance. As a Bonus Action, you can expend one Tactical Die to choose one ally within 30 feet of yourself that can see or hear you. The chosen creature can take a Reaction to move up to its Speed, gaining your Tactical Die as a bonus to its AC against Opportunity Attacks until the end of the turn. If a creature makes an Opportunity Attack against your target and misses, attack rolls against that creature have Advantage until the end of your next turn.

Focus Fire. As a Bonus Action, you can expend one Tactical Die to choose two allies within 30 feet of yourself that can see or hear you. One target can add your Tactical Die to one attack roll it makes before the end of its next turn. The other target can add your Tactical Die to one damage roll it makes before the end of its next turn.

Hold Position. As a Bonus Action, you can expend one Tactical Die to choose two allies within 30 feet of yourself that are within 5 feet of each other. Each chosen creature that can see or hear you gains Temporary Hit Points equal to two rolls of your Tactical Die.

Push Through. When you or one of your allies within 30 feet of yourself that can see or hear you makes an ability check that uses a skill proficiency, you can take a Reaction to expend one Tactical Die, which the target adds to its roll.

LEVEL 3: SQUAD RAPPORT

You and your allies fight as an organized unit. You gain the following benefits.

Facilitator. You can take the Help action as a Bonus Action. When you use the Assist an Ability Check option, you can apply your Tactical Discipline feature to the roll. When you use the Assist an Attack Roll option, the enemy you distract can be within 30 feet of you.

Negotiator. You gain proficiency in one of the following skills of your choice: Deception, Insight, Intimidation, or Persuasion.

LEVEL 7: DECISIVE ACTION

You and your squad have trained in more advanced tactics. You gain the following tactics.

Bolster Morale. As a Bonus Action, you can expend one Tactical Die and target an ally within 30 feet of yourself that has the Charmed, Frightened, or Stunned condition, and that can see or hear you. The target makes a new saving throw against the effect that caused the condition, or a DC 15 Wisdom saving throw if there was no initial save, adding the Tactical Die to the roll. On a success, the condition ends.

Counterattack. When an ally within 30 feet of you and that can see or hear you takes damage, you can take a Reaction to expend and roll a Tactical Die to reduce the damage taken by the number rolled. The next time that creature is the target of an attack roll before the end of its next turn, it can take a Reaction to make an attack with Advantage against that attacker.

Medevac. As a Bonus Action, you can expend and roll a Tactical Die to choose an ally within your reach that is willing and Bloodied or that has 0 Hit Points and isn't dead. Until the start of your next turn, the target gains the number rolled as a bonus to its AC and Death Saving Throws. If the target is Medium or smaller, you can move it with you when you move. The first time the target regains Hit Points before the start of your next turn, it regains an additional number of Hit Points equal to one roll of your Tactical Die.

Vault Over. As a Bonus Action, you can expend one Tactical Die to choose an ally within 30 feet of yourself that can see or hear you. While the target has a free hand, it can help one of its allies within 5 feet of it make a jump, adding your Tactical Die to its jump distance. If the jumping creature must make a D20 Test before landing, it also adds the number rolled to the total.

LEVEL 10: TACTICAL COMMANDER

Your tactical mind becomes sharper. Your Tactical Die increases to a d8, and you gain the following tactics.

Bombard. As a Bonus Action, you can expend one Tactical Die to choose two allies within 60 feet of yourself that can see or hear you. One target can add a roll of your Tactical Die to one attack roll it makes before the start of your next turn. When another target forces a creature to make a Dexterity saving throw, that creature subtracts a roll of your Tactical Die from the total.

Secure the Area. As a Bonus Action or when you roll Initiative, you can expend one Tactical Die to choose two allies within 30 feet of yourself and enhance their tactics for 1 minute. For the duration, one target adds a roll of your Tactical Die to ability checks it makes for the Search action and gains Blindsight with a range of 10 feet, and another target can choose to add a roll of your Tactical Die to Initiative rolls and Dexterity saving throws.

LEVEL 15: LEAD FROM THE FRONT

When the odds are against you, you push yourself to lead your squad to victory. Whenever you have no Tactical Dice remaining, you can expend a Hit Die to regain one expended Tactical Die (no action required). Additionally, you gain the following tactics.

Create Diversion. As a Bonus Action, you can expend one Tactical Die and choose two allies within 30 feet of yourself that can see or hear you. The next time a chosen creature deals damage before the start of your next turn, another chosen creature can take a Reaction to take the Hide action, adding your Tactical Die to its Dexterity (Stealth) check.

Cut Them Off. As a Bonus Action, you can expend one Tactical Die to choose two allies within 30 feet of yourself that can see or hear you. For 1 minute, each chosen creature adds your Tactical Die to the attack rolls of any Opportunity Attacks it makes against creatures within 5 feet of another creature you chose. When any chosen creature hits with an Opportunity Attack, the target's Speed is reduced to 0 until the end of the turn.

LEVEL 18: UNIFIED FORMATION

You have become a master tactician. Your Tactical Die becomes a d10. Additionally, when you use a tactics option, you can choose an additional creature and give it one of the benefits of the tactic.

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CLASS

TRACER

A Relentless Hunter Driven by Primal Instinct

CORE TRACER TRAITS

Primary Ability	Dexterity and Wisdom
Hit Point Die	D10 per Tracer level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	*Choose 3:* Animal Handling, Athletics, History, Insight, Investigation, Nature, Perception, Stealth, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	*Choose A or B:* (A) Light Armor (Composite Weave Module), Quickblade, Laser Rifle, Plasma Pistol, 3 Power Cells, Primal Focus (bone token) or Hypertech Component Pack, Outrunner's Pack, and ₰470; or (B) ₰9,000

Tracers harness the galaxy's fierce and ancient primordial power to supernaturally enhance their hunter's instinct. This energy exploded into existence when the Stardust Rhapsody first came into being, the inherent spark that would serve as the foundation of the natural, primal world. This connection sharpens a Tracer's sense for stalking prey, reveals changes in their environment that betray hidden clues or lurking danger, and hones the skills necessary for survival in hostile locations.

Despite their magic's origin as the energies of the natural world and the hunt, Tracers aren't necessarily beings of the wilderness. Even in sprawling megacities or orbiting space stations, they keenly feel the pulse of the hunt. Tracers learn the ways of combat tempered with the need to move swiftly and quietly, and they cultivate magical abilities that tap into the primordial dance of predator and prey.

Tracers find themselves drawn to callings where this inherent understanding of natural cycles can be best put to use. Some serve as hinterland survival guides or space-faring wayfarers. Others keep to the neon and steel jungles of megacities and excel as bodyguards, detectives, or bounty hunters.

BECOMING A TRACER

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Tracer Traits table.
- Gain the Tracer's level 1 features, which are listed in the Tracer Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Tracer Traits table: Hit Point Dice, proficiency with Martial weapons, proficiency in one skill of your choice from the Tracer's skill list, and training with Light and Medium armor and Shields.
- Gain the Tracer's level 1 features, which are listed in the Tracer Features table. See the multiclassing rules in *the D&D Beyond Basic Rules* to determine your available spell slots, adding half your Tracer levels (round up).

NEON RANGER: THE TRACER

Tracer is the *Neon Odyssey* expression of Ranger. The adjusted features are:

- **Skill Proficiencies.** Adds History to the list of choices.
- **Spellcasting.** Now allows use of weapons as a Spellcasting Focus for Tracer spells.
- **Hunter's Eye.** Rename of Favored Enemy.
- **Adaptive Edge.** Rename of Deft Explorer.
- **Fighting Style.** Renames the Druidic Warrior option to Primal Hunter and adds a new option, Urban Hunter.
- **Tenacious Trace.** The effect of Relentless Hunter moved to level 5 and renamed.
- **Omni-Traversal.** Rename of Roving.
- **Outlast.** Rename of Tireless and its benefits.
- **Hunter's Ferocity.** New feature that makes your *Hunter's Mark* spell unbreakable in the short term.
- **Cloaking.** Rename of Nature's Veil.
- **Lock On.** Rename of Precise Hunter.
- **Instinctive Scan.** Rename of Feral Senses.
- **Inescapable Hunt.** New feature that replaces Foe Slayer and ensures your tracking is successful.

TRACER CLASS FEATURES

As a Tracer, you gain the following class features when you reach the specified Tracer levels. These features are listed in the Tracer Features table.

LEVEL 1: SPELLCASTING

Through your instinctive connection to the primordial aspect of the hunter or through hypertech, you have learned to cast spells. See the *D&D Beyond Basic Rules* for the rules on spellcasting. The information below details how you use those rules with Tracer spells, which appear in the Tracer spell list later in the class's description.

Spell Slots. The Tracer Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Tracer spells. *Cure Wounds* and *Ensnaring Strike* are recommended.

The number of spells on your list increases as you gain Tracer levels, as shown in the Prepared Spells column of the Tracer Features table. Whenever that number increases, choose additional Tracer spells until the number of spells on your list matches the number in the Tracer Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Tracer, your list of prepared spells can include six Tracer spells of level 1 or 2 in any combination.

If another Tracer feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Tracer spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can replace one spell on your list with another Tracer spell for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Tracer spells.

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Tracer Features

Level	Proficiency Bonus	Class Features	Hunter's Eye	Prepared Spells	Spell Slots per Spell Level				
					1	2	3	4	5
1	+2	Spellcasting, Hunter's Eye, Weapon Mastery	2	2	2	—	—	—	—
2	+2	Adaptive Edge, Fighting Style	2	3	2	—	—	—	—
3	+2	Tracer Subclass	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	2	5	3	—	—	—	—
5	+3	Extra Attack, Tenacious Trace	3	6	4	2	—	—	—
6	+3	Omni-Traversal	3	6	4	2	—	—	—
7	+3	Subclass feature	3	7	4	3	—	—	—
8	+3	Ability Score Improvement	3	7	4	3	—	—	—
9	+4	Expertise	4	9	4	3	2	—	—
10	+4	Outlast	4	9	4	3	2	—	—
11	+4	Subclass feature	4	10	4	3	3	—	—
12	+4	Ability Score Improvement	4	10	4	3	3	—	—
13	+5	Hunter's Ferocity	5	11	4	3	3	1	—
14	+5	Cloaking	5	11	4	3	3	1	—
15	+5	Subclass feature	5	12	4	3	3	2	—
16	+5	Ability Score Improvement	5	12	4	3	3	2	—
17	+6	Lock On	6	14	4	3	3	3	1
18	+6	Instinctive Scan	6	14	4	3	3	3	1
19	+6	Epic Boon	6	15	4	3	3	3	2
20	+6	Inescapable Hunt	6	15	4	3	3	3	2

Spellcasting Focus. You can use a Primal Focus, a Hypertech Component Pack, or a Simple or Martial weapon as a Spellcasting Focus for your Tracer spells.

Level 1: Hunter's Eye

You have honed your eye to hunt down prey no matter the distance. You always have the *Hunter's Mark* spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.

The number of times you can cast the spell without a spell slot increases when you reach certain Tracer levels, as shown in the Hunter's Eye column of the Tracer Features table.

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Laser Rifles and Quickblades.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Sabers and Combat Swords.

Level 2: Adaptive Edge

You have adapted to the primal wilds of the galaxy. You gain the following benefits.

Expertise. Choose one of your skill proficiencies with which you lack Expertise. You gain Expertise in that skill.

Languages. You know two languages of your choice from the language tables in the Setting Primer.

Level 2: Fighting Style

You gain a Fighting Style feat of your choice (see the *D&D Beyond Basic Rules* for these feats). Instead of choosing one of those feats, you can choose one of the options below.

Primal Hunter. You learn two Primalist cantrips of your choice (see the Primalist class's section for a list of Primalist spells). *Guidance* and *Starry Wisp* are recommended. The chosen cantrips count as Tracer spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a Tracer level, you can replace one of these cantrips with another Primalist cantrip.

Urban Hunter. You gain proficiency in two skills of your choice from the following: Acrobatics, Deception, Intimidation, or Persuasion.

Level 3: Tracer Subclass

You gain a Tracer subclass of your choice. The Bloodhound and Powertech subclasses are detailed after this class's description, and the Protostalker and X-Agent subclasses appear in the *Overdrive Expansion*. A subclass is a specialization that grants you features at certain Tracer levels. For the rest of your career, you gain each of your subclass's features that are of your Tracer level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. You gain this feature again at Tracer levels 8, 12, and 16.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 5: TENACIOUS TRACE

Your focus is adamant when locked on your quarry. Taking damage can't break your Concentration on *Hunter's Mark*.

LEVEL 6: OMNI-TRAVERSAL

Whether wild or urban, terrain no longer bars the path to your quarry. Your Speed increases by 10 feet while you aren't wearing Heavy armor. You also have a Climb Speed and a Swim Speed equal to your Speed.

LEVEL 9: EXPERTISE

Choose two of your skill proficiencies with which you lack Expertise. You gain Expertise in those skills.

LEVEL 10: OUTLAST

You can draw upon your primordial connection to the hunt to shake off injury and fatigue to keep going. You gain the following benefits.

Hunt Hardened. As a Magic action, you can give yourself a number of Temporary Hit Point equal to 1d8 plus your Wisdom modifier (minimum of 1). You can use this action a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Tireless Pursuit. Whenever you finish a Short Rest, your Exhaustion level, if any, decreases by 1.

LEVEL 13: HUNTER'S FEROCITY

When you mark your prey, there is no escape. When you cast *Hunter's Mark*, you can modify the spell so it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting, and it ends early if you cast *Hunter's Mark* again.

LEVEL 14: CLOAKING

Your primordial connection allows you to cloak yourself as a stalking predator. As a Bonus Action, you can give yourself the Invisible condition until the end of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 17: LOCK ON

Your chosen quarry stands out sharply to your enhanced senses. You have Advantage on attack rolls against the creature currently marked by your *Hunter's Mark*.

LEVEL 18: INSTINCTIVE SCAN

You constantly scan your surroundings and process the tiniest details. This grants you Blindsight with a range of 30 feet.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat (see the *D&D Beyond Basic Rules*) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

LEVEL 20: INESCAPABLE HUNT

Your primal connection pushes your hunter's instinct to its apex, granting the following benefits.

Amplified Instincts. When you hit a creature with an attack roll, you can cast *Hunter's Mark* on it as part of the attack and can ignore the spell's normal range. Once you use this benefit, you can't use it again until you finish a Long Rest.

Apex Predator. When you use your Hunter's Ferocity feature to modify your *Hunter's Mark* spell, you can make the spell's duration permanent instead. The spell ends immediately if you or the target die or if you make another *Hunter's Mark* permanent.

TRACER SPELL LIST

This section presents the Tracer spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component. Spells marked with a ● appear in the Spells section of this playtest.

Some spells are given a suggested name to better fit the setting and this class. The standard spell name is given in parentheses.

LEVEL 1 TRACER SPELLS

SPELL	SCHOOL	SPECIAL
Alarm	Abjuration	R
Animal Friendship	Enchantment	—
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Detect Poison and Disease	Divination	C, R
Ensnaring Strike	Conjuration	C
Entangle	Conjuration	C
Fog Cloud	Conjuration	C
Goodberry	Conjuration	—
Hunter's Mark	Divination	C
Jump	Transmutation	—
Life Cycle ●	Necromancy	—
Longstrider	Transmutation	—
Shrapnel Burst ●	Conjuration	—
Speak with Animals	Divination	R

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LEVEL 2 TRACER SPELLS

SPELL	SCHOOL	SPECIAL
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Barkskin	Transmutation	—
Darkvision	Transmutation	—
Enhance Ability	Transmutation	C
Find Traps	Divination	—
Gene Splicing	Transmutation	—
Gust of Wind	Evocation	C
Inventory	Conjuration	—
Lesser Restoration	Abjuration	—
Locate Animals or Plants	Divination	R
Locate Object	Divination	C
Magic Weapon	Transmutation	—
Pass without Trace	Abjuration	C
Perimeter Trap	Divination	—
Power Sag	Evocation	C, R
Primal Bond	Divination	—
Protection from Poison	Abjuration	—
Silence	Illusion	C, R
Spike Growth	Transmutation	C
Summon Wildlife	Conjuration	C, M

LEVEL 3 TRACER SPELLS

SPELL	SCHOOL	SPECIAL
Conjure Animals	Conjuration	C
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Energized Weapon	Transmutation	—
Lightning Shot	Transmutation	—
Meld into Stone	Transmutation	R
Nondetection	Abjuration	M
Plant Growth	Transmutation	—
Protection from Energy	Abjuration	C
Raking Shot	Conjuration	—
Revivify	Necromancy	M
Speak with Plants	Transmutation	—
Summon Arcadian	Conjuration	C, M
Water Breathing	Transmutation	R
Water Walk	Transmutation	R
Wind Wall	Evocation	C

LEVEL 4 TRACER SPELLS

SPELL	SCHOOL	SPECIAL
Conjure Woodland Beings	Conjuration	C
Dominate Beast	Enchantment	C
Freedom of Movement	Abjuration	—
Locate Creature	Divination	C
Remote Tether	Conjuration	C
Stoneskin	Transmutation	C, M
Summon Primordial	Conjuration	C, M

LEVEL 5 TRACER SPELLS

SPELL	SCHOOL	SPECIAL
Commune with Nature	Divination	R
Greater Restoration	Abjuration	M
Hardlight Strikes	Conjuration	—
Indirect Fire	Conjuration	—
Hair Trigger	Conjuration	C, M
Tree Stride	Conjuration	C

TRACER SUBCLASSES

A Tracer subclass is a specialization that grants you features at certain Tracer levels, as specified in the subclass. This section presents the Bloodhound and Powertech subclasses. The Protostalker and X-Agent subclasses appear in the *Overdrive Expansion*.

BLOODHOUND

Read the Scene to Relentlessly Track Your Quarry

Bloodhounds hone their senses and wits to perceive every minute detail from their surroundings and draw the connections needed to track and outsmart their quarry. They are experts at reading people and situations alike, able to sniff out the most subtle clues and tactics that might lead to a successful hunt and closed case. These Tracers are most comfortable tracking their target through neon jungles, seedy districts, and other urban environments, but their sharp minds follow wherever the trail leads.

LEVEL 3: BLOODHOUND SPELLS

When you reach a Tracer level specified in the Bloodhound Spells table, you thereafter always have the listed spells prepared.

BLOODHOUND SPELLS

TRACER LEVEL	SPELLS
3	*Identify*
5	*Detect Thoughts*
9	*Speak with Dead*
13	*Arcane Eye*
17	*Legend Lore*

LEVEL 3: SLEUTH'S EYE, SILVER TONGUE

You have the skills to seek out clues through deduction and questioning. When you make an ability check using Intelligence or Charisma, you can use your Wisdom instead of the normal ability.

Additionally, you gain proficiency in the Deception, History, Investigation, or Persuasion skill.

LEVEL 3: SPLIT-SECOND READ

Your keen senses push you to your limits when your life is on the line. When you miss with an attack roll or fail a Dexterity saving throw, you can take a Reaction to add a bonus to the roll equal to your Wisdom modifier (minimum of +1), potentially turning the miss into a hit or the failure into a success.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

LEVEL 3: STREETWISE WITS

Your eyes, mind, and tongue are quick, even in the heat of battle. As a Bonus Action, you can take the Influence, Search, or Study actions.

You can take the Search action to scrutinize a creature you can see within 60 feet of yourself. Make a DC 15 Wisdom (Insight) check. On a success, in addition to anything you learn about the creature, for 1 minute, the first attack roll you make against the target on your turn has Advantage. This sense ends early if you scrutinize another creature.

LEVEL 7: GRITTY INTERROGATION

You know the right words to tip an interaction in your favor. As an Influence action, you can make a Charisma (Intimidation or Persuasion) check against a creature within 60 feet of you that can hear you. The creature makes a Wisdom saving throw against a DC equal to your check's total. On a failed save, the target has the Charmed or Frightened condition (your choice) for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on itself on a success. The Charmed condition ends early if you damage the target.

Once you use this feature on a creature, you can't use it on that creature again until you finish a Long Rest.

Bloodhound Tracer

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LEVEL 7: HOUND'S HUNCH

The telltale signs of where to strike stand out sharply to you. As a Study action, you can assess the resilience of a creature you can see within 60 feet of yourself. Make a DC 15 Intelligence (Investigation) check. On a success, you learn the creature's Immunities, Resistances, and Vulnerabilities, if any.

LEVEL 11: SNIFF 'EM OUT

Your powers of observation let no detail escape your notice. As a Bonus Action, you can cast one of the following spells without a spell slot: *Clairvoyance*, *Locate Creature*, *Locate Object*, or *See Invisibility*. When you cast a spell this way, it requires no Material components, and you can't cast a spell with this feature again until you finish a Long Rest.

LEVEL 15: DEAD OR ALIVE

When your quarry is in your sights, you strike to end the hunt. You gain the following benefits.

Bring 'Em In. When you hit a creature with an attack roll, you can force it to make a Wisdom saving throw against your spell save DC. On a failed save, the target has the Incapacitated condition until the start of your next turn. Once you use this benefit, you can't use it again until you finish a Short or Long Rest unless you expend a level 4+ spell slot (no action required) to restore your use of it.

Dogged Pursuit. Once on your turn, when you move your *Hunter's Mark* to a new creature, you can do so without using a Bonus Action.

POWERTECH

Upgrade Armor and Arsenal for the Ultimate Hunt

Powertechs fuse the natural and mechanical to forge enhanced suits of armor outfitted with integrated weaponry and adaptive systems, granting them technological superiority in any hunt. They constantly upgrade and modify this armor with specialized attachments that equip them with the right tool for the job. Many Powertechs cherish their armor, bearing a deep respect and reverence for the improbable union of technology and primordial magic.

LEVEL 3: POWER ARMOR

You have fused primordial and technological power into armor that becomes a second skin. As a Magic action while you have Mechanic's Tools in hand, you can turn a suit of armor you are wearing into Power Armor. The armor continues to be Power Armor until you don another suit of armor or if you die.

You gain the following benefits while wearing your Power Armor.

Hypertech Upgrades. You can use your Power Armor as a Spellcasting Focus for your Tracer spells. When you do so, a spell lacks a *V* component and gains an *M* component.

Second Skin. If the armor normally has a Strength requirement, the Power Armor lacks this requirement for you. Additionally, it doesn't count as Heavy armor for your Omni-Traversal feature.

Swift Suit-Up. You can don or doff the armor as a Utilize action. The armor can't be removed against your will.

Utility Attachments. You create and install one of the following pieces of outrunning gear into your armor (ignoring its weight), and you can take the Utilize action with it as a Bonus Action: Ascension Gun, Bypass Tools (you have proficiency with it), Climbing Gear, Macro Scope (affects your Hunter's Arsenal, see below, regardless of the scope's properties), or Med Pack (replenishes 1d6 uses when you finish a Long Rest).

The gear can't be removed from the armor, but you can change the selection when you finish a Short or Long Rest. The gear vanishes if the armor stops being your Power Armor.

LEVEL 3: HUNTER'S ARSENAL

Your Power Armor is outfitted with built-in weapon systems, granting the following benefits.

Arsenal System. While wearing your Power Armor, you can activate or deactivate your armor's arsenal system whenever you can draw or stow a weapon. While active, you can use your armor's arsenal system as a Martial Melee or Ranged weapon with the Finesse property, a reach of 5 feet, and a range of 100/300 feet. On a hit, the weapon deals 1d8 Force damage plus your ability modifier.

Charge Burst. As a Bonus Action while your arsenal system is activated, you can make one attack with it, and on a hit, you can activate the Push or Sap mastery property. You can use this Bonus Action a number of times equal to your Wisdom modifier (minimum of twice), and you regain all expended uses when you finish a Short or Long Rest.

Integrated Weapon. Using Mechanic's Tools, when you finish a Short or Long Rest, you can integrate (or remove) a Melee or Ranged weapon into your Power Armor, causing the weapon to vanish. The weapon reappears in the armor's space when the weapon is removed or when the armor is no longer your Power Armor. You can have one weapon integrated into the armor at a time, and you can't drop the integrated weapon.

While your arsenal system is active, the gauntlet and forearm of one of the armor's arms transform into your integrated weapon, and you can attack with your integrated weapon normally. Your hand inside the weapon can't hold or manipulate other objects.

LEVEL 3: POWERTECH SPELLS

When you reach a Tracer level specified in the Powertech Spells table, you thereafter always have the listed spells prepared.

POWERTECH SPELLS

TRACER LEVEL	SPELLS
3	*Magic Missile*
5	*See Invisibility*
9	*Fireball*
13	*Stoneskin*
17	*Wall of Force*

LEVEL 3: SUIT SPECIALIST

You are always prepared to equip, upgrade, and repair your Power Armor. You gain the following benefits.

Armored Frame. You gain training with Heavy armor.

Power Mechanic. You gain a set of Mechanic's Tools, and you have proficiency with them.

Powertech Tracer

LEVEL 7: MARK II ARMOR

You make substantive upgrades to your Power Armor designs, gaining the following benefits.

Expanded Systems. You create and install one of the following pieces of outrunning gear into your armor (ignoring its weight): Flamethrower (refuels when you finish a Long Rest), Grenade Launcher (with one Frag Grenade, which replenishes when you finish a Long Rest), High Power Communicator (provides its own power), or Night Vision Goggles (provides its own power).

The gear can't be removed from the armor, but you can change the selection when you finish a Short or Long Rest. The gear vanishes if the armor stops being your Power Armor.

Flight Jets. You build flight systems into your armor. As a Bonus Action while wearing your Power Armor, you gain a Fly Speed equal to your Speed for 1 minute or until you remove the armor.

You can use this Bonus Action a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 11: POWER CORE

You add power reserves to your Power Armor that activate when needed, granting you the following benefits while wearing the armor.

Ammo Reserves. Your integrated weapon now creates its own ammunition. Created ammunition vanishes immediately after it hits or misses.

Capacitor Spike. When you roll Initiative, if you have fewer than two uses remaining for the Charge Burst benefit of your Hunter's Arsenal feature, you regain expended uses until you have two.

Stim Jolt. When you fail a saving throw, you can take a Reaction to succeed on the save instead. Once you use this benefit, you can't do so again until you finish a Short or Long Rest.

LEVEL 15: MARK III ARMOR

You have developed the ultimate upgrades to your Power Armor and gain the following benefits.

Overcharged Pulse. On a hit, your Charge Burst Bonus Action attack now deals 2d8 Force damage on a hit, and you add Topple to the mastery property options you can activate on a hit.

Reinforced Plating. While wearing your Power Armor, it provides the *M* component when you cast *Stoneskin*. You can also cast it once without a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest.

Whenever you start casting the spell while wearing your Power Armor, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting, and you gain Resistance to Radiant damage for the duration.

AETHERON

Aetheron *(EE-ther-awn)* are a resilient people made of the stuff of space itself, allowing them to manipulate their connection to gravity and resist the effects of aether exposure. They typically prefer to live in outer space, often residing in massive space stations or spending their days aboard starships.

Many aetheron believe that they were crafted by Khorabos the Architect from a proto form of aether that drifted through the cosmos as a crystalized rock. They often seek orderliness in their lives that matches the tenets of their god, and this sense of order seems to manifest around them innately.

They are relatively short, often stoutly built, and are heavier than their size would suggest. Their skin tones are usually muted with casts of dull gray, blue, or purple, but they often have vibrant streaks of aether hues in their hair.

AETHERON TRAITS

Creature Type: Humanoid
Size: Medium (about 4–5 feet tall)
Speed: 30 feet

As an Aetheron, you have these special traits.

Aetheric Lock. You have Advantage on D20 Tests to avoid or end the Prone condition, or to avoid being moved from your space.

Architect's Blessing. When a creature you can see within 30 feet of you makes a D20 Test with Advantage or Disadvantage, you can enforce cosmic order and cause the roll to have neither Advantage nor Disadvantage. Once you use this trait, you can't do so again until you finish a Short or Long Rest.

Tireless Core. You have Advantage on saving throws made to avoid or end the Exhaustion condition.

Additionally, when you gain Exhaustion, you can reduce the number of levels gained by 1. Once you use this trait to reduce an Exhaustion level, you can't do so again until you finish a Short or Long Rest.

Unyielding Density. When you take damage, you can take a Reaction to reduce the damage by 1d12 plus your Proficiency Bonus. The first time you deal damage before the end of your next turn, one target takes extra Force damage equal to your Proficiency Bonus.

You can take this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

AMANITE

Amanites *(A-muh-nite)* are fungal folk who originated in marshes and bogs overgrown with tree-sized mushrooms and teeming with huge, voracious creatures. They have adapted to thrive in this treacherous environment, developing magical spores they harness to evade the predators that seek to devour them.

Despite the threats that surround them, many amanites laugh in the face of danger and possess a love of adventure and discovery, seeking out mysteries to solve and relics to unearth.

Amanites are a diminutive people who resemble bipedal humanoid mushrooms that can vary in a wide spectrum of colors, textures, and patterns reminiscent of a huge diversity of fungus. Most typically have rounded noses, feature caps on their heads, and can grow fungal tendrils that evoke hair.

AMANITE TRAITS

Creature Type: Humanoid
Size: Small (about 3–4 feet tall)
Speed: 30 feet

As an Amanite, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Fungal Resistance. You have Resistance to Acid damage and Poison damage.

Mycelium Senses. You have proficiency in the Perception, Stealth, or Survival skill.

Spore Casting. You can use any mushroom as a Spellcasting Focus, and you know the *Acid Splash* cantrip.

Additionally, starting at character level 3, you always have the *Jump* spell prepared, and starting at character level 5, you always have the *Enlarge/Reduce* spell prepared. You can cast each spell once without a spell slot, and you regain the ability to cast each spell in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Spore Puff. As a Bonus Action, you can take the Dash action. When you do so, you release a cloud of spores that makes your space Heavily Obscured until the end of the turn. You can see through the cloud. Once you use this trait, you can't use it again until you finish a Short or Long Rest.

ANITRON

Anitrons *(AN-ih-tron)* are living robots with a hyperspark—a technological soul originating from the Hypergrid and infused with the Harmony's life energy. Scholars debate whether the first hypersparks manifested spontaneously, or if some inventor gave the first anitron their synthetic spirit.

Their mechanical bodies are each designed for a singular specialty in which they excel and often fixate on executing through free will instead of programmatic dictate.

Constructed from various materials and fashioned into a wide variety of body shapes and sizes, anitrons are one of the most physically diverse species in the galaxy.

ANITRON TRAITS

Creature Type: Construct
Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species
Speed: 30 feet

As an Anitron, you have these special traits.

Anitron Design. Choose one of the following options. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast using this trait (choose when you select the option).

Battle. You have proficiency in the Athletics or Intimidation skill, and you know the *Deflection* cantrip. When you cast the spell, you can modify it so that it doesn't require Concentration and its duration becomes 1 minute. You can't modify it in this way again until you finish a Long Rest.

Diplomacy. You have proficiency in the Deception, Insight, or Persuasion skill, and you always have the *Comprehend Languages* spell prepared. You can cast it without a spell slot once, and regain the ability to do so when you finish a Short or Long Rest. You can also cast it using spell slots you have.

Technical. You have proficiency in the Computers, Medicine, or Technology skill, and with one tool of your choice. You also know the *Mending* cantrip, and its casting time is an action for you.

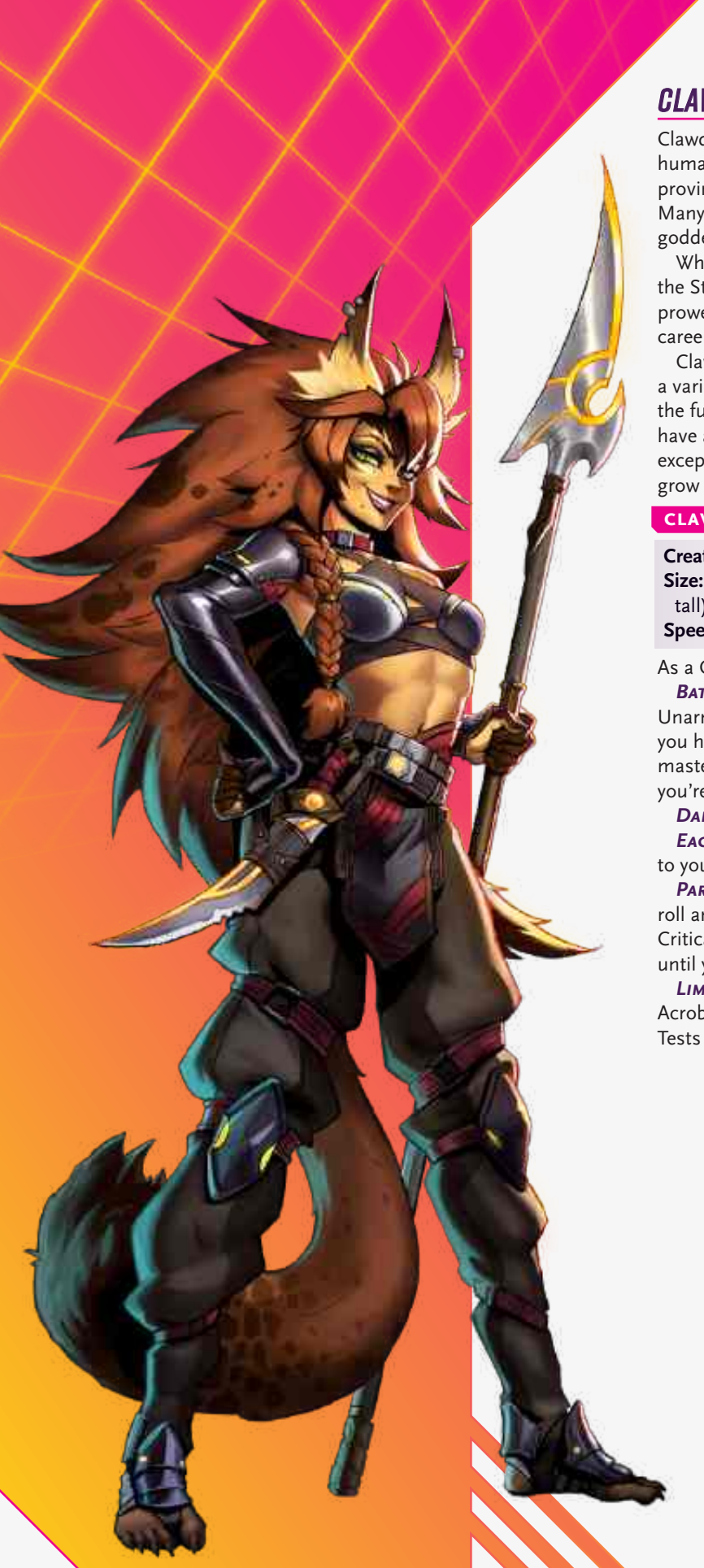
Integrated Tech. You have a built-in compartment that conceals a weapon, a tool, a Shield, or a piece of outrunning gear of your choice. If the chosen item has a proficiency associated with it, you gain that proficiency. The chosen item must weight 8 lb. or less, and a weapon must have the Light property.

The item remains hidden until you deploy it as a Bonus Action (DC 20 to detect while stowed). You must have a free hand, and you hold the item or don the Shield as part of the Bonus Action. You stow the item (doffing a Shield) back in its compartment using another Bonus Action.

Recharge. You don't need sleep, and magic can't put you to sleep. During a Long Rest, you appear inert but remain conscious. You can finish a Long Rest in 4 hours if you consume a full Power Cell or connect to an energy source.

Robotic Resilience. You have Resistance to Poison damage, and you have Advantage on saving throws to avoid or end the Petrified condition or the Poisoned condition.

Technological Being. You don't gain Exhaustion levels from dehydration, malnutrition, or suffocation.



CLAWDERAN

Clawderan *(klaw-DAIR-in)* are an energetic species of humanoids with feline traits and are known to take pride in proving themselves in combat and other physical pursuits. Many seek glory to honor Myrmona the Paragon, the war goddess with whom they hold a cosmic connection.

While many clawderan seek the galactic battlefronts across the Stardust Rhapsody, some prefer to show off their athletic prowess through sports, dance, high-intensity industrial careers, and other such pursuits.

Clawderan builds range from agile to brawny and come in a variety of body and fur types, their feline traits resembling the full spectrum of cats both great and small. They typically have a short layer of fur across their bodies, with the notable exceptions being their manes, tails, and fluffy tufts that might grow on their torso or limbs.

CLAWDERAN TRAITS

Creature Type: Humanoid
Size: Medium (about 5–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species
Speed: 35 feet

As a Clawderan, you have these special traits.

Battle Ready. Once during your turn when you hit with an Unarmed Strike or an attack roll using a weapon with which you have proficiency, you can activate the Push, Slow, or Vex mastery property, in addition to a different mastery property you're using with that attack.

Darkvision. You have Darkvision with a range of 60 feet.

Eager Advance. When you roll Initiative, you can move up to your Speed.

Paragon's Blessing. When you make an attack roll and roll an 18 or 19 on the d20, you can choose to make it a Critical Hit. Once you use this trait, you can't use it again until you finish a Long Rest.

Limber Musculature. You have proficiency in the Acrobatics or Athletics skill, and you have Advantage on D20 Tests to avoid or end the Grappled or Restrained condition.

GLOWBLIN

Glowblins *(GLOH-blin)* are small folk who feel big and intense emotions with an inner neon radiance. This emotional glow colors their physical appearance and shines with vibrant light.

Many glowblins tap into this magic to entertain and influence, shaping light and sound to evoke powerful feelings. They're drawn to fun, color, music, and all things maximalist.

Glowblins have colorful skin, hair, and luminous eyes that change to match their affinity for emotion and self-expression, taking on a wide spectrum of hues and shades. They also have large, expressive ears, sharp teeth, and prominent, often pointed noses.

GLOWBLIN TRAITS

Creature Type: Humanoid
Size: Small (about 3–4 feet tall)
Speed: 30 feet

As a Glowblin, you have these special traits.

Dazzle. You know the *Dancing Lights* cantrip.

Additionally, starting at character level 3, you always have *Color Spray* prepared, and starting at character level 5, you always have *Calm Emotions* prepared. You can cast each spell once without a spell slot, and you regain the ability to do so when you finish a Long Rest. You can also cast them using spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells (choose the ability when you select this species).

Emotional Spectrum. Choose one of the options below; when you finish a Long Rest, you can choose a new option. Your chosen option can change your skin, hair, or eye color.

As a Bonus Action, for the next minute, you shed Bright Light in a 10-foot Emanation originating from you and Dim Light for an additional 10 feet. You infuse the light with your chosen color and emotion to provide its benefit, and you can change your chosen color as part of the Bonus Action.

You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Blue or Teal. You and your allies within the light have Resistance to Psychic damage and have Advantage on saving throws made to avoid or end the Charmed or Frightened condition.

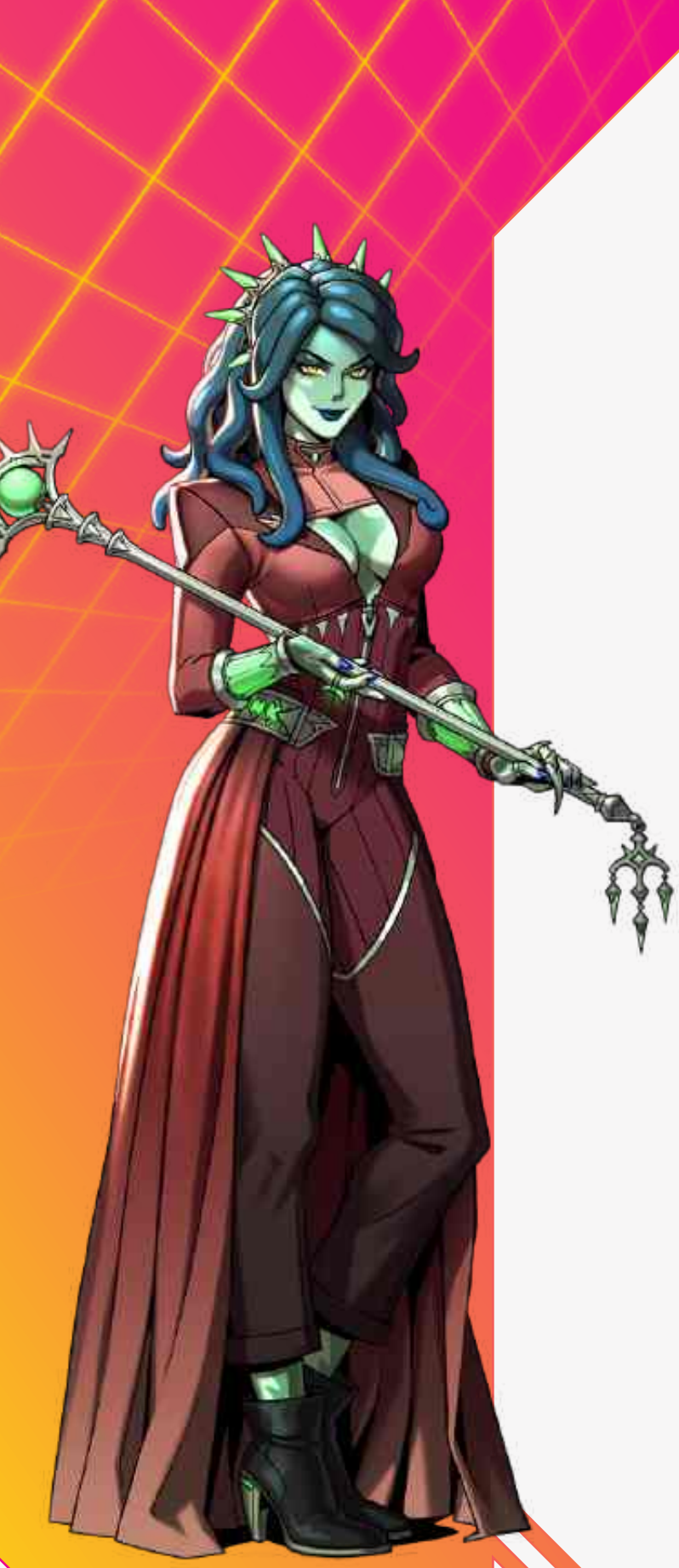
Green. When you or your allies in the light regain Hit Points, add your Proficiency Bonus to the number regained.

Orange. Your Speed increases by 10 feet. When an ally enters the light for the first time on a turn or starts its turn there, its Speed increases by 10 feet until the end of its next turn.

Pink or Purple. Ability checks made to use the Influence action on an Indifferent creature in the light have Advantage.

Yellow. Double the range of your shed light. You and your allies in the light have Advantage on Intelligence (Investigation) and Wisdom (Perception) checks. The first time an affected creature misses with an attack roll during this use of the light, the creature can add 1d4 to the total, possibly turning the miss into a hit.

Passionate Presence. You have proficiency in the Deception, Performance, or Persuasion skill.



GORGONITE

Gorgonites (*GOR-guh-nite*) are a species of serpentine-featured humanoids that emerged from toxic jungles of beautiful but highly venomous flora and fauna. This has made them highly adapted to surviving poisonous environments and all of the threats within, in no small part to their powerful magical gaze.

Many of them have a deep appreciation for the balance of beauty and danger, accepting them as equal and necessary halves to a life truly lived. This can lead them to seek out death-defying opportunities across the galaxy.

Gorgonites have a skin of soft scales that range from earthy to vivid, with all manner of patterning. Instead of hair, gorgonites possess tendrils atop their head that resemble snake tails, which can be shaped into a variety of styles.

GORGONITE TRAITS

Creature Type: Humanoid
Size: Medium (about 5–6 feet tall)
Speed: 30 feet

As a Gorgonite, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Gorgon's Gaze. As a Bonus Action, you can fix your gaze on a creature you can see within 30 feet of yourself. The target is subjected to the effects of one of the options below (choose when you use the trait). The save DC is 8 plus your Proficiency Bonus and your Intelligence, Wisdom, or Charisma modifier (choose the ability when you select this species).

You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Beam. Eroding rays fire from your eyes. The target must make a Dexterity saving throw, taking 1d6 Necrotic damage on a failed save or half as much damage on a successful one. This damage increases by 1d6 when you reach character levels 5 (2d6), 11 (3d6), and 17 (4d6).

Hypnotic. Your eyes become captivating pools. The target must succeed on a Wisdom saving throw or have the Charmed condition for 1 minute. If you or your allies damage the target or force it to make a saving throw, the condition ends on it, and it is immune to your gaze for 24 hours.

Petrifying. Your eyes flare with dull color. The target must succeed on a Constitution saving throw or have the Restrained condition for 1 minute as it partially turns to stone. A creature with Immunity to the Petrified condition succeeds automatically. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Toxin Resistant. You have Resistance to Poison damage, and you have Advantage on saving throws to avoid or end the Poisoned condition.

JOZZA

Jozza *(JAW-zuh)* are a hulking species of humanoids with shark-like features, hailing from a world covered almost entirely by oceans. They have a particular taste for blood and a biological penchant for violence, known best for their large jaws filled with razor-sharp teeth.

Many of them dive into fights with a rowdy glee, and their tough physicality makes them well suited to survive and push through any pain. However, some jozza prefer non-violent battles of wit and word or get their fix through virtual gameplay.

Jozza have coarse, gritty skin that can take on a wide range of colors, although many are shades of gray, blue, brown, and olive. A prominent dorsal fin rises from the top of their head or the back of their neck, and smaller fins grow on each of their arms. They sometimes have serrated exterior plates over their lower jaw or protruding bones at the hinges.

JOZZA TRAITS

Creature Type: Humanoid
Size: Medium (about 6–8 feet tall)
Speed: 30 feet

As a Jozza, you have these special traits.

Aquatic. You can breathe air and water, and you have a Swim Speed equal to your Speed.

Bloodhunt. You have Advantage on Wisdom checks to detect or track creatures that are missing any Hit Points.

Darkvision. You have Darkvision with a range of 60 feet.

Frenzied Fury. You have Advantage on attack rolls against a creature that is Bloodied.

Ignore Pain. When you take damage, you can take a Reaction to expend and roll one Hit Point Die. Reduce the triggering damage by an amount equal to the number rolled plus your Constitution modifier.

Violent Delight. When you deal damage while there is more than one enemy within 10 feet of you, you can deal an extra 1d4 damage. You can deal this extra damage only once per turn.

The extra damage die increases in size when you reach levels 5 (1d6), 11 (1d8), and 17 (1d10).

LAIKA

Laika *(LIE-kuh)* are a canine species that resemble bipedal dogs of any breed, with an innate sense of loyalty to their community and anyone they consider a packmate.

While all laika have a powerful bark and bite, most prefer to focus their efforts on cooperation and teamwork, particularly in the areas best suited to the talents of their respective canine lineage. Many of them strive to make a difference in their society, and a good number of historical laika have greatly benefited societies across the galaxy.

Laika come in all shapes, sizes, and physical characteristics that evoke canine breeds. They are covered in fur of varying length and thickness, which typically features naturalistic colors and patterns but can sometimes be vibrant and prismatic in hue.

LAIKA TRAITS

Creature Type: Humanoid
Size: Medium (about 5–6 feet tall) or Small (about 3-4 feet tall), chosen when you select this species
Speed: 30 feet

As a Laika, you have these special traits.

Bite. You have sharp teeth you can use to make Unarmed Strikes with the Finesse property. When you deal damage with your bite, you can deal 1d8 Piercing damage plus your Strength modifier, instead of the normal damage of an Unarmed Strike. You can grapple with your bite.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Laika Lineage. You are part of a lineage that determines some of your traits. Choose a lineage from the Laika Lineages table. You gain the Trait benefit of that lineage immediately, and at character level 3, you gain the Pack Minded benefit.

Pack Minded. When an ally you can see within 30 feet of yourself fails a D20 Test, you can take a Reaction to encourage that ally. The target adds 1d6 to the total, possibly turning the failure into a success. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Starting at character level 3, you and the target gain an additional benefit determined by your Laika Lineage.

LAIKA LINEAGES

LINEAGE	TRAIT	PACK MINDED
Confidant	You have Advantage on Intelligence, Wisdom, and Charisma saving throws.	You and the ally you help each gain a number of Temporary Hit Points equal to three times your Proficiency Bonus.
Guardian	When a creature damages you or your allies, you have Advantage on the next attack roll you make against that creature before the end of your next turn.	The next time you or the ally you help take damage within 1 minute, the target gains Resistance against that damage.
Seeker	Your Speed increases to 35 feet.	You and the ally you help each have Advantage on the next ability check or attack roll either of you make within the next minute.

MUREXIAN

Murexians *(mer-EX-ee-in)* are an aquatic species of mollusk-like humanoids that emerged from the dark depths of an ocean world. Legend holds that they were created by Karkosa, the enigmatic proto-god of change, who imbued them with the ability to rapidly evolve to best survive the treacherous deep.

Evolution is core to all murexians, and they develop additional adaptations throughout their life to best suit them for their home environment and the galaxy beyond. This allows them to be equally comfortable on land as they are in the water. Many murexians have no fear of the future, trusting that they will adapt to whatever comes.

Murexians have mollusk-shell heads with tentacled faces that resemble cephalopods such as cuttlefish, and their rubbery skin can rapidly change in color and pattern to aid in communication. As they evolve and gain new adaptations, they can take on the physical characteristics of crustaceans and other invertebrates of the sea.

MUREXIAN TRAITS

Creature Type: Humanoid
Size: Medium (about 5–6 feet tall)
Speed: 30 feet

As a Murexian, you have these special traits.

Amphibious. You can breathe air and water, and you have a Swim Speed equal to your Speed.

Cold Resistance. You have Resistance to Cold damage.

Darkvision. You have Darkvision with a range of 120 feet.

Evolutionary Adaptation. You have evolved a gift from Karkosa. Choose one of the following options.

CHROMATIC. You have proficiency in the Deception or Persuasion skill, and you learn the *Message* cantrip. Charisma is your spellcasting ability for it.

ELECTROSENSORY. You have proficiency in the Insight or Perception skill. You gain Blindsight with a range of 10 feet, or increase any existing Blindsight's range by 10 feet.

TRAVERSAL. You have proficiency in the Athletics or Stealth skill, and you gain your choice of a Burrow Speed or a Climb Speed equal to your Speed.

Touch of Karkosa. When you reach character level 3, you evolve a defensive physical trait of your choice from the options below. You can use the chosen trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

CAMOUFLAGE. As a Bonus Action, you can give yourself the Invisible condition until the start of your next turn. The condition ends early if you make an attack roll, cast a spell, or force a creature to make a saving throw.

CARAPACE. When you're hit by an attack roll, you can take a Reaction to force the attacker to reroll the d20 and use the lower roll.

SPINES. When a creature within 30 feet of yourself hits you with an attack roll, you can take a Reaction to deal 1d6 Piercing damage plus your Proficiency Bonus to the attacker, and the attacker has the Poisoned condition until the end of its next turn.

NEMATOAN

Nematoans *(NEE-muh-TOE-in)* are a four-armed amphibian species with a voracious appetite. Their unique stomachs allow them to magically ingest traits of the things that they eat, temporarily enhancing their own abilities.

This has led many nematoans to develop a focus on food and seek out new dishes to taste across the galaxy. Some become chefs or ship's cooks, while others get into dangerous trades where exotic and even black market delicacies can be procured.

Hailing from a world covered in putrid swamps, nematoans have physical traits that lend themselves to comfortable bog living, including webbed hands and feet, eye stalks, long tongues, and slimy skin that is typically earthy in tone.

NEMATOAN TRAITS

Creature Type: Humanoid
Size: Medium (about 4–7 feet tall)
Speed: 30 feet

As a Nematoan, you have these special traits.

Amphibious. You can breathe air and water.

Four-Armed. You have two slightly smaller secondary arms below your primary pair of arms. You can use a secondary arm to manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon with the Light property.

Gourmand of Variety. You can eat part of any dead creature made of organic material. After 1 minute of eating, you gain a number of Temporary Hit Points equal to 1d6 plus your Proficiency Bonus, and you can expend a Hit Point Die to regain Hit Points equal to the number rolled on the die plus your Constitution modifier. You can't benefit from eating matter taken from the same creature until you finish a Long Rest.

Magic in the Meal. Your stomach draws power from what you've eaten. When you use your Gourmand of Variety trait, provided the creature died no more than 1 hour before, you can also gain an additional benefit depending on the creature's highest ability score (choose in case of a tie). The benefit lasts for 1 hour, and for the duration, you have Advantage on ability checks and saving throws using that ability. Once you gain a benefit, you can't gain that benefit again until you finish a Long Rest.

STRENGTH. When you make a damage roll, you can reroll one of the dice and use the new roll.

DEXTERITY. Your Speed increases by 10 feet.

CONSTITUTION. If you have no Temporary Hit Points at the start of your turn, you gain a number of them equal to your Constitution modifier plus your Proficiency Bonus.

INTELLIGENCE. You have telepathy with a range of 30 feet times your Proficiency Bonus, and you can cast *Mage Hand* (the hand is Invisible). Intelligence is your spellcasting ability for it.

WISDOM. You gain Blindsight with a range of 10 feet.

CHARISMA. The attitude of Hostile creatures improves to Indifferent toward you.

Tongue Lash. As a Bonus Action, you can lash out with your sticky tongue at a surface or object with a range of 15 feet. If the target is a Tiny or Small object, you can grab it with your tongue and pull it to you. If the target is a Medium or larger object or surface, you can pull yourself to an unoccupied space within 5 feet of the target.

NILARI

Nilari *(nih-LAR-ee)* are the people of the void wyrm, which has granted them various draconic features that make them well suited to resisting the horrors of the Abyssal Void. While they were once the same progenitor species as the solari eons ago, the people who would become nilari chose to escape the doom of their homeworld by slipping into the Wyrmways and fusing their biology with the native creatures within.

All nilari have the blood of the wyrm, with many of them embracing this draconic lineage to steel their body and mind against all that would seek to corrupt and destroy them. Some take this further and pursue might in all its forms to stand against the darkness of the void.

Nilari are typically broader and beefier than their solari relatives, with physical traits of the void wyrm that manifest in varying ways, including pointed, fin-like ears, fleshy tendrils that grow along the jawline, jagged horns, plate-like scales, and claw-like hands. Their skin tends to have muted shades of purple, blue, or grayscale.

NILARI TRAITS

Creature Type: Humanoid
Size: Medium (about 5–7 feet tall)
Speed: 30 feet

As a Nilari, you have these special traits.

Breath Weapon. When you take the Attack action, you can replace one of your attacks with an exhalation of void energy in either a 15-foot Cone or a 30-foot Line that is 5 feet wide (choose the shape each time). Each creature in that area must make a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus), taking 1d10 Necrotic damage on a failed save or half as much damage on a successful one. This damage increases by 1d10 when you reach character levels 5 (2d10), 11 (3d10), and 17 (4d10).

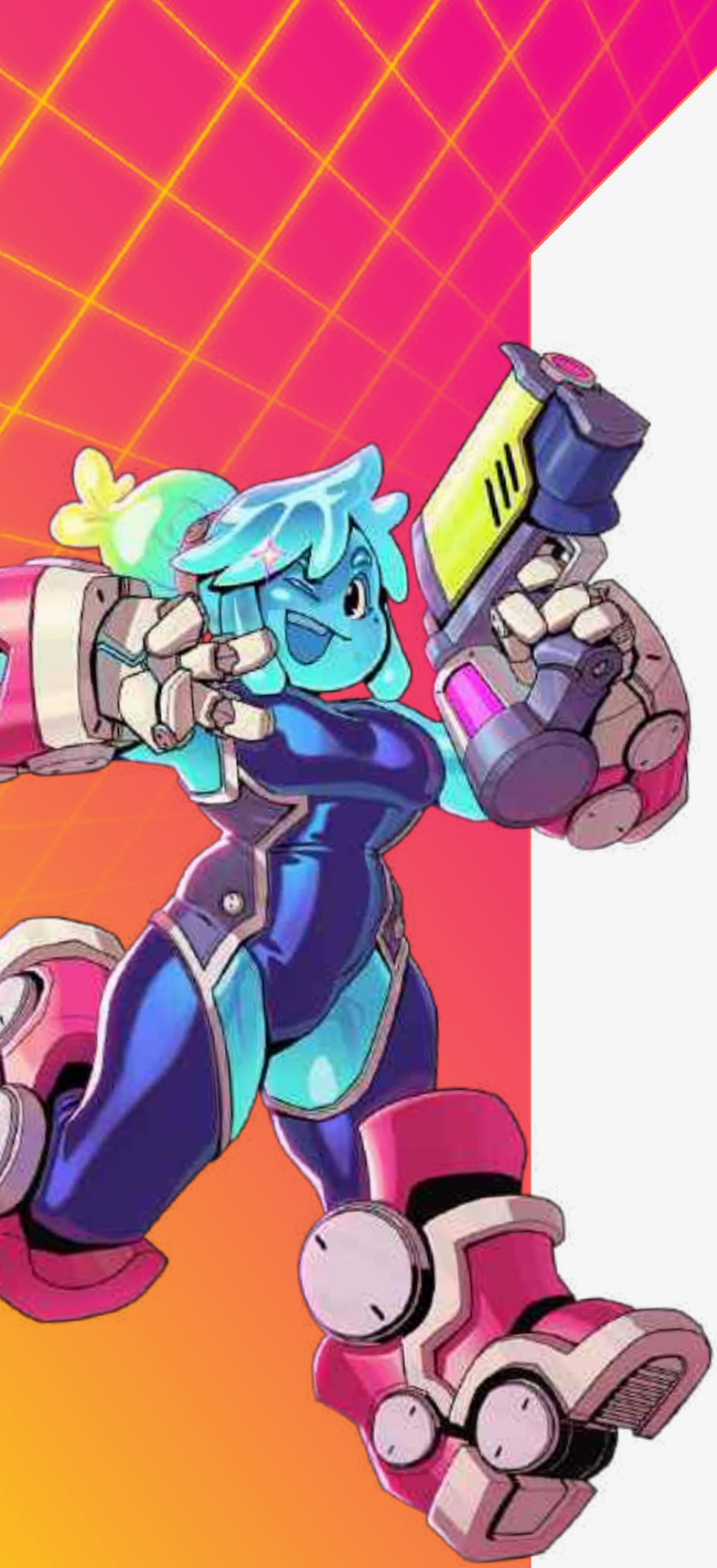
You can use this Breath Weapon a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Darkvision. You have Darkvision with a range of 120 feet.

Psychic Fortitude. You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

Void Acclimation. You have Resistance to Necrotic damage and Psychic damage.

Wyrmhole Slip. As a Bonus Action, you can teleport up to 30 feet to an unoccupied space you can see. Until the end of the turn, the area within 10 feet of your starting or destination space (your choice) is Difficult Terrain for your enemies. You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.



OOZOID

Oozoids *(OO-zoid)* are a pliable species of living slime that congealed from the remnants of the first primordial ooze that lingered from the creation of the cosmos. Despite their malleability, they have a brain, eyes, and nervous system that form them into a bipedal shape within a translucent membrane.

While they hail from the deep seas of ooze on their homeworld, oozoids have since spread across the galaxy, and some choose to don special pressurized suits to more easily hold their form in any environment. Many favor self-expression across various media, including art and the creation of oblong "blobjects."

Bright and highly saturated colors of slime typically comprise the wide variety of shapes and sizes of oozoids. Some favor a singular color, while others are multi-toned with strong gradients. Many choose to morph their heads to evoke hair-like shapes.

OOZOID TRAITS

Creature Type: Ooze
Size: Medium (about 5–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species
Speed: 30 feet

As an Oozoid, you have these special traits.

Acid Resistance. You have Resistance to Acid damage.

Amorphous. You have a Swim Speed equal to your Speed, and you can move through a space as narrow as 1 foot without expending extra movement to do so.

Elastic Lunge. You add 10 feet to your maximum Long Jump distance and 5 feet to your maximum High Jump distance. You have Resistance to damage you take from falling.

Malleable Reach. Your reach with Melee weapons, Unarmed Strikes, and your hands to manipulate objects increases by 5 feet. Additionally, when you hit with an Unarmed Strike and deal damage with it, you can deal Acid damage equal to 1d6 plus your Strength modifier, instead of the normal damage of an Unarmed Strike.

Reconstitution. As a Magic action, you expend and roll one Hit Point Die. You regain a number of Hit Points equal to the number rolled plus your Constitution modifier.

Alternatively, when you are reduced to 0 Hit Points but not killed outright, you can immediately use this trait (no action required), and you can't activate it this way again until you finish a Long Rest.

Tremorsense. You have Tremorsense with a range of 60 feet.

RAIZO

Raizo *(RYE-zoh)* are a people born of the storm, and they all carry the power and ferocity of a raging tempest within them. Hailing from a world beset by never-ending, violent storms, they possess the supernatural ability to unleash the power of thunder, lightning, and rain to overcome staggering odds.

They typically have a fearlessness against danger and overwhelming obstacles, often conquering any barrier in their way. This relentlessness has allowed many to master the elements and thrive in harsh, inhospitable environments.

Raizo are typically tall, solidly built, and often heavily muscled. A pair of horns grow from the top of their foreheads, and they sport tusks from their lower jaw. Their skin runs in shades of red, blue, green, gray, or yellow. Many raizo display tattoos that reflect particularly important aspects of their nature or personality.

RAIZO TRAITS

Creature Type: Humanoid
Size: Medium (about 6–7 feet tall)
Speed: 30 feet

As a Raizo, you have these special traits.

Fury of the Tempest. You have proficiency in the Athletics, Intimidation, or Survival skill.

Storm Magic. You know the *Shocking Grasp* and *Thunder Burst* cantrips, and Intelligence, Wisdom, or Charisma is your spellcasting ability for them (choose when you select this species). You can cast the spells as a Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Tempest Resistance. You have Resistance to Lightning damage and Thunder damage.

Wrathful Resilience. If you fail a Strength or Constitution saving throw, you can expend a Hit Point Die to reroll the d20 and use the new roll.

Unleash the Storm. When you reach character level 3, you can your inner storm as a Bonus Action, using one of the options below (choose each time you use this trait). The storm lasts for 1 minute or until you end it (no action required). Once you take this Bonus Action, you can't do so again until you finish a Long Rest.

For the duration, you create a storm in a 10-foot Emanation originating from you, and once on each of your turns, when you deal damage with an attack or a spell, you can deal extra damage to one target of a type determined by the storm options. The extra damage equals your Proficiency Bonus.

Here are the storm options:

Lightning Spirit (Lightning Damage). At the end of each of your turns, each creature of your choice in the Emanation takes Lightning damage equal to your Proficiency Bonus.

Tempest Born (Cold Damage). You and your allies in the Emanation have Half Cover from ranged attacks.

Thunder Soul (Thunder Damage). At the start of each of your turns, each creature of your choice in the Emanation must succeed on a Strength saving throw (DC 8 plus your Proficiency Bonus and the ability modifier you chose for Storm Magic) or be pushed up to 10 feet away from you. A creature that fails the save by 5 or more has the Prone condition.

RANGOR

Rangor *(RAING-gor)* are a hulking, subterranean species with an inherent supernatural force of momentum brought on by the aether that suffuses their core. They can propel themselves forward at surprising speeds given their bulk and have the innate ability to become an unstoppable force that can smash through anything in their way.

Having first burrowed out of an asteroid of crystalized aether, rangor typically have a wanderlust that keeps them in outer space. Many of them stay on the move and stop for limited periods of time at space stations, moons, asteroids, and other off-world locations.

Rangor generally have broad, bulky builds with proportionally long arms that end in digging claws and short legs. Their thick hides are mottled with patches of tough scales, and they grow flaps of skin that resemble shaggy hair. A rangor's nostrils sit in the middle of their forehead, and their short tusks continue to grow as they age.

RANGOR TRAITS

Creature Type: Humanoid
Size: Medium (about 6–8 feet tall)
Speed: 30 feet

As a Rangor, you have these special traits.

Burrowing. You have a Burrow Speed equal to your Speed.

Claws. You have claws you can use to make Unarmed Strikes. When you hit and deal damage with them, you can deal 1d8 Slashing damage plus your Strength modifier instead of the normal damage of an Unarmed Strike, and the target also has the Grappled condition.

Darkvision. You have Darkvision with a range of 120 feet.

Momentum. You can take the Dash action as a Bonus Action. When you do so, the next time you deal damage before the end of the turn, the target takes extra Force damage equal to your Proficiency Bonus. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Powerful Build. You have Advantage on D20 Tests you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Unstoppable Force. Starting at character level 3, when you use your Momentum trait, you become an overwhelming focal point of force until the end of the turn. For the duration, the damage die of your claws increases to 1d10, you ignore Difficult Terrain, you deal double damage to objects and structures, and you can move into the space of an object and make one Unarmed Strike against it. If you destroy the object with that attack, you can keep moving, otherwise you return to the space you left and your movement ends.

SAURIAN

Saurians *(SOR-ee-in)* are the oldest species in the Stardust Rhapsody, appearing as humanoid versions of the galaxy's numerous dinosaurs and similarly prehistoric reptiles. They bear a special connection with the Harmony and can channel its lifegiving energies through that spark.

This connection manifests in an intimate ancestral connection that grants them special insight on how to approach their daily lives.

Across five distinct lineages, saurians comprise a wide range of body types and statures, with each one reminiscent of a broader category of dinosaur. These grant them the traits of water-dwellers, fliers, predators, scavengers, and hardy grazers. They typically have naturalistic hues, but some have vibrantly prismatic scales.

SAURIAN TRAITS

Creature Type: Humanoid
Size: Medium (about 5–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species
Speed: 30 feet

As a Saurian, you have these special traits.

Ancestral Memory. You have proficiency in the Arcana, History, or Religion skill.

Harmonious Conduit. As a Magic action, you touch a creature and roll a number of d6s equal to your Proficiency Bonus. The target regains a number of Hit Points equal to the total rolled. Once you use this trait, you can't use it again until you finish a Long Rest.

Natural Weapon. You have a natural weapon you can use to make Unarmed Strikes. It deals 1d6 damage of a type appropriate to the weapon instead of the normal damage; Bludgeoning for a slam (club, tail, or headbutt), Piercing for a bite or gore, or Slashing for a claw. Your Saurian Lineage trait determines your natural weapon.

Saurian Lineage. You are part of a lineage that determines some of your physical characteristics and traits. Choose a lineage from the Saurian Lineages table and gain the benefits of that lineage.

SAURIAN LINEAGES

LINEAGE	NATURAL WEAPON	TRAITS
Deepfin	Bite or Slam	You have Resistance to Cold damage and a Swim Speed equal to your Speed. In addition, you can hold your breath for a number of hours equal to your Constitution modifier (minimum of 1).
Quickclaw	Bite or Claw	You have proficiency in the Stealth skill, and while you are Lightly Obscured, you can hide while in an enemy's line of sight.
Rockhide	Slam or Gore	You have a +1 bonus to AC; your Hit Point maximum increases by 1, and by 1 again each time you gain a level.
Sharptooth	Bite	You can make a bite attack as a Bonus Action. When you hit a creature with your bite, you can deal extra damage equal to your Proficiency Bonus and regain a number of Hit Points equal to your Constitution modifier plus your Proficiency Bonus. Once you deal this extra damage, you can't do so again until you finish a Short or Long Rest.
Skywing	Claw	You have a Fly Speed equal to your Speed while you aren't wearing Medium or Heavy armor.

SOLARI

Solari (*soh-LAH-ree*) are the people of the solar phoenix, which has imbued them with the essence of the sun and an inherent connection to the cycle of rebirth. While they were once the same progenitor species as the nilari eons ago, the people who would become solari chose to accept their fate when their homeworld's sun exploded and turned the planet to ash. However, once they were consumed by the blazing radiance, they were reborn as an entirely new species by the will of Alara the Lightbringer.

They typically exhibit the unbound passion of the Lightbringer, pursuing that which they value and love with vivacious zeal. Many solari seek to share their inner light and passion with people across the galaxy, guiding them toward lofty achievement.

Solari tend to be gracefully built, with especially long, pointed ears and floating hair that spans a gradient of vibrant hues. Their soft skin can have the tone of any of the galaxy's countless suns, ranging broadly from typical oranges, yellows, reds, and pinks to rarer blues, violets, and beyond.

SOLARI TRAITS

Creature Type: Humanoid
Size: Medium (about 5–6 feet tall)
Speed: 30 feet

As a Solari, you have these special traits.

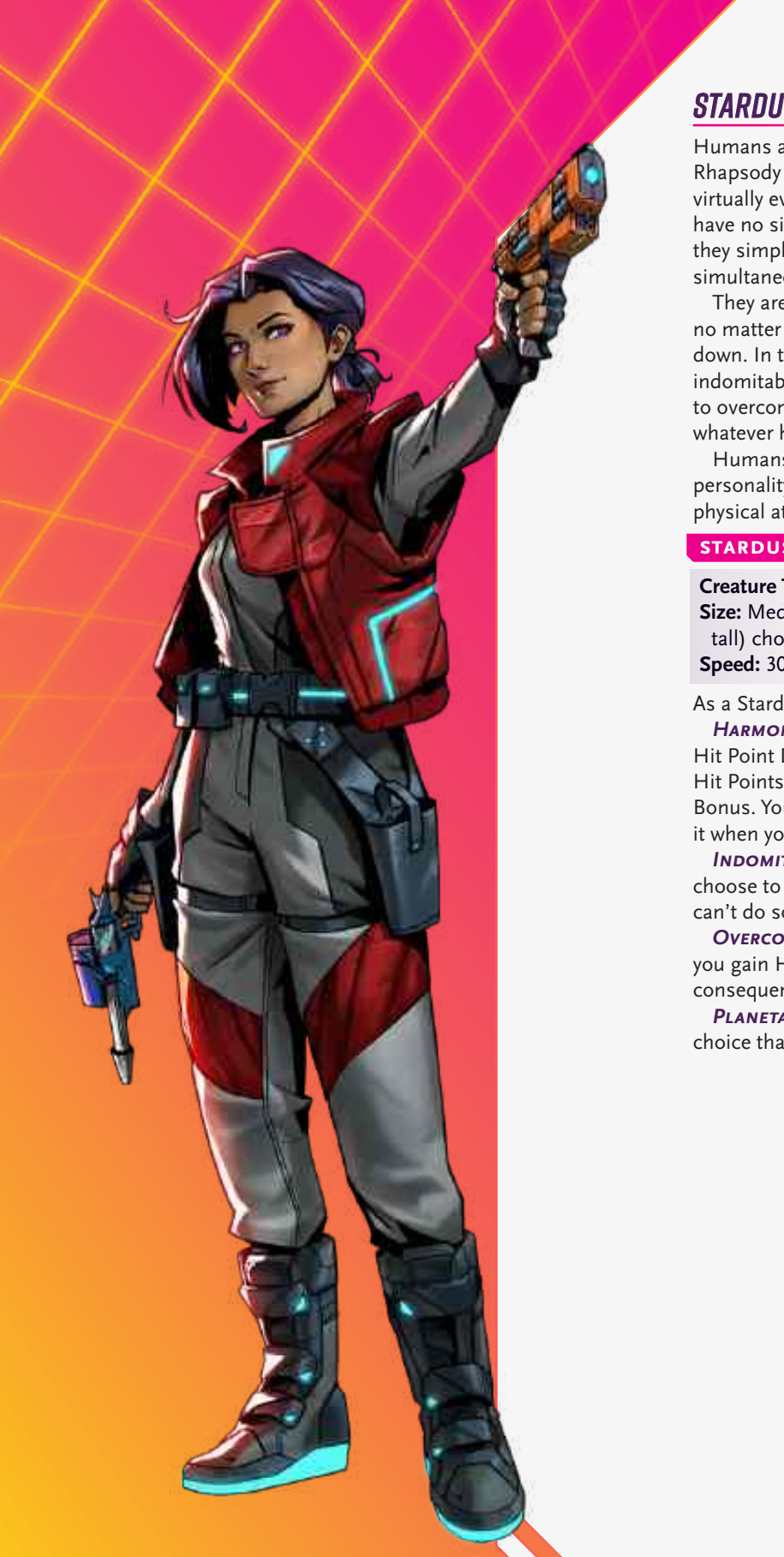
Enduring Passion. When you or a creature you can see within 30 feet of you fails a D20 Test, you can take a Reaction to give the target Heroic Inspiration. The target can choose to use it on the triggering roll. Once you use this trait, you can't use it again until you finish a Long Rest.

Illuminate. You know the *Light* cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose the ability when you select this species).

Lightbringer's Glare. As a Bonus Action, you can unleash a blaze of solar radiance. Each creature of your choice within a 15-foot Emanation originating from you takes Radiant damage equal to your Proficiency Bonus. You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Phoenix Rising. Immediately after you succeed or fail on a Death Saving Throw, you can ignore the result and regain Hit Points equal to your level. You immediately rise to your feet and use Lightbringer's Glare (no action required). You don't expend a use of that trait, and the size of its Emanation increases to 30 feet for this use. Other creatures of your choice in that area regain Hit Points equal to your Proficiency Bonus. Once you use this trait, you can't use it again until you finish a Long Rest.

Solar Mettle. You have Resistance to Radiant damage.



STARDUST HUMAN

Humans are the most populous species of the Stardust Rhapsody by a wide margin, and they can be found on virtually every habitable planet across the galaxy. They have no singular homeworld, and legend says that they simply stepped out of the Harmony on all worlds simultaneously one day.

They are highly adaptable and can make a comfortable life no matter where they're from or where they choose to settle down. In the face of trials, tribulations, and hardships, the indomitable human spirit oftentimes prevails, allowing them to overcome whatever challenges they face and complete whatever hero's journey they are set on by fate.

Humans are as diverse in appearance as they are in personality, and come in all shapes, sizes, colors, and physical attributes.

STARDUST HUMAN TRAITS

Creature Type: Humanoid
Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall) chosen when you select this species
Speed: 30 feet

As a Stardust Human, you have these special traits.

Harmonic Control. As a Bonus Action, you can roll one Hit Point Die without expending it to regain a number of Hit Points equal to the number rolled plus your Proficiency Bonus. You can use this trait once, and you regain the use of it when you finish a Long Rest.

Indomitable Spirit. When you fail a saving throw, you can choose to succeed on it instead. Once you use this trait, you can't do so again until you finish a Long Rest.

Overcome. When you roll a 1 or a 20 on a D20 Test, you gain Heroic Inspiration. If the roll has no stakes or consequences when you make it, this trait doesn't function.

Planetary Adaptation. You gain an Origin feat of your choice that has a homeworld prerequisite.

TEKAL

Tekal *(teh-KAHL)* are a people constructed from stone, crystal, and plant matter, powered by Harmonyte gemstone technology. Their souls are manifested from the vital and somber energies of the Harmony itself, granting them the ability to harness the cycle of life and death.

Many tekal have an unbound curiosity in the natural world and a sense of wonder in discovering all aspects of the Stardust Rhapsody and galactic living. Their affinity to the unique intersection of harmonic and primordial powers typically grants them a unique appreciation for all living things.

Tekal have solidly built bodies embedded with gemstones and glowing patterns of inlaid crystal that evoke the circuitry of their natural technology. They have typically humanoid faces and plants that grow from their heads to resemble hair.

TEKAL TRAITS

Creature Type: Construct
Size: Medium (about 4–7 feet tall)
Speed: 30 feet

As a Tekal, you have these special traits.

Crystalline Resilience. You have Resistance to Poison damage and Radiant damage. You also have Advantage on saving throws you make to avoid or end the Petrified condition or the Poisoned condition.

Durable Construction. You don't gain Exhaustion levels from dehydration, malnutrition, or suffocation.

Grounded Recharge. If you are in contact with the bare ground of a planet with a world soul, you don't need to sleep, and you can finish a Long Rest in 4 hours if you spend those hours in a motionless, inactive state.

Harmony Flux. The essence of Harmony fills you. You know the *Culling* and *Druidcraft* cantrips.

Additionally, starting at character level 3, you can cast the following spells without a spell slot: *Cure Wounds* or *Ray of Sickness*. Once you cast one of these spells, you can't cast either of them in this way again until you finish a Long Rest.

Starting at character level 5, you can cast the following spells without a spell slot: *Blindness/Deafness* or *Lesser Restoration*. Once you cast one of these spells, you can't cast either of them again in this way until you finish a Long Rest.

You always have these spells prepared, and you can also cast them using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you select this species).

Nature Affinity. You can communicate in a limited manner with Beasts, Monstrosities, Plants, and vegetation. They understand the meaning of your words, though you can't understand them in return. You have Advantage on ability checks made to sway them using the Influence action.

YAUNGU

Yaungu *(YAWN-goo)* are a hearty people born of the cold, bearing a deep, supernatural connection to ice and snow. Having descended from the giants of the frozen mountains and tundras of their frigid homeworld, they have adapted to thrive and build remarkable civilizations in the most inhospitable of environments.

Many yaungu have a deep appreciation for the sharing of and passing down of knowledge, whether it be through story, song, or written text. Some even seek out well-hidden truths or heavily guarded secrets so that the learnings can be shared by the many to lead to a brighter future.

Yaungu tend to be tall and powerfully built, with long arms and prominent claws for climbing. Horns grow from the sides of their head, which many of them decorate with carvings or other adornments. Their shaggy, insulating fur is typically white or some shade of blue, but some yaungu sport pelts of brown, gray, or black.

YAUNGU TRAITS

Creature Type: Humanoid
Size: Medium (about 6–8 feet tall)
Speed: 30 feet

As a Yaungu, you have these special traits.

Blizzard Cunning. You have Blindsight with a range of 5 feet. As a Bonus Action, you can increase the range to 20 feet for 10 minutes. Once you use this Bonus Action, you can't use it again until you finish a Short or Long Rest.

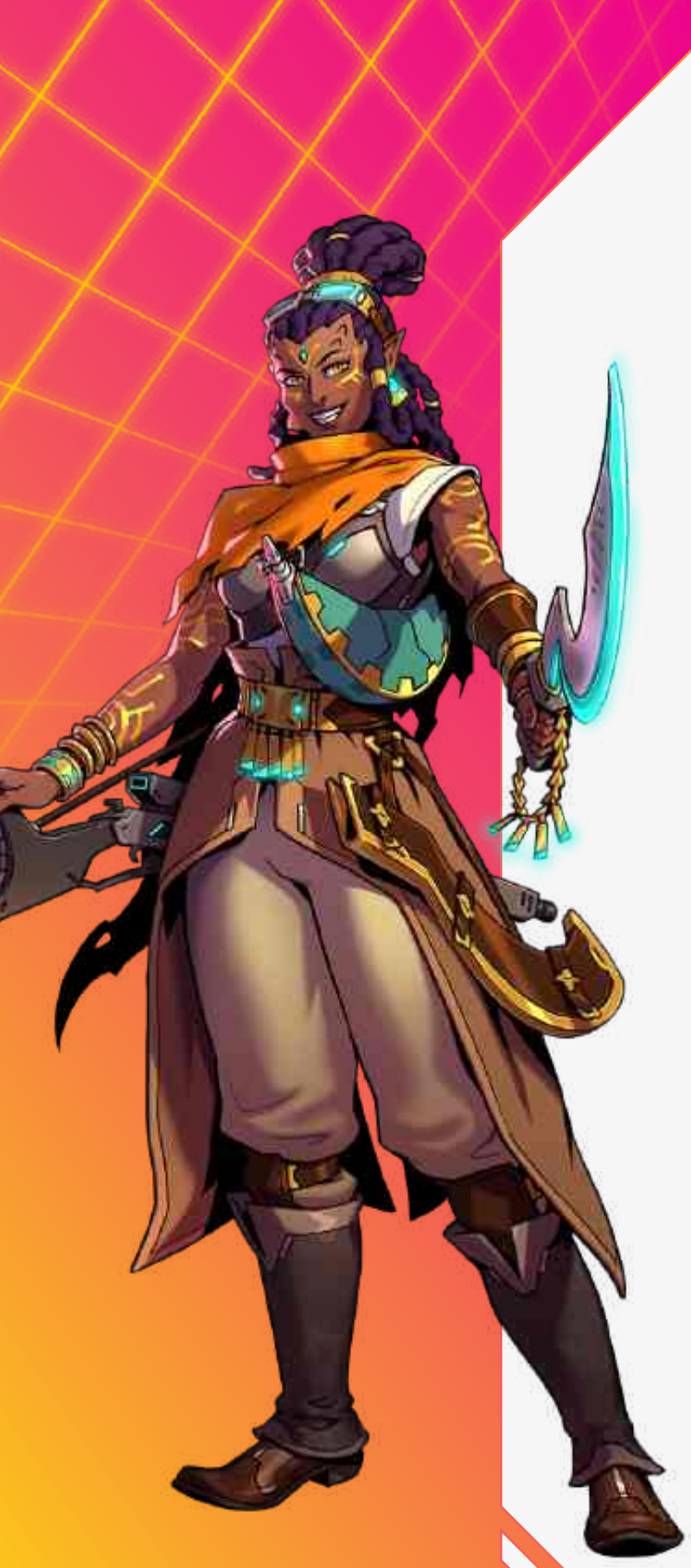
Frigid Resilience. You have Resistance to Cold damage.

Frozen Soul. As a Magic action, you create ice, freeze water, or shape existing ice that fills up to a 5-foot Cube. You can decide the shape the ice takes, though the forms are simple or crude unless you have proficiency in appropriate tools to create intricate or complex shapes. Unless the environment is freezing cold, the ice lasts for 1 minute and then melts or vanishes. Once you use this trait, you can't use it again until you finish a Short or Long Rest.

Long Arms. You have a Climb Speed equal to your Speed, and your reach with your arms increases by 5 feet.

Powerful Build. You have Advantage on any D20 Test you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Torpid Chill. When you hit a target with an attack roll and deal damage, you can deal an extra 1d6 Cold damage. Unless the target has Resistance or Immunity to Cold damage, it also has Disadvantage on Dexterity saving throws until the end of your next turn. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.



ZAMANI

Zamani *(zuh-MAH-nee)* are a people with an inherent, supernatural connection to time itself. They perceive time and their place in it differently than every other species of the galaxy, allowing them to look into the immediate future and see numerous outcomes. Between this and their physical adaptation to handle heat, zamani thrive on their harsh desert homeworld.

Many zamani have a stoic philosophy of acceptance, and many of the worries of day-to-day life can seem insignificant in the grand scheme of time. While some believe that their temporal powers make them the masters of their own fate, others believe nothing can be done to change one's destiny.

Zamani have sun-tempered skin that runs from dark earth shades to muted jewel tones with embedded gemstones that focus their inherent energies. Their heads have raised ridges and plates that serve as heat sinks, and their bodies are typically covered in elaborate, geometric patterns of gold that evoke the flow of time.

ZAMANI TRAITS

Creature Type: Humanoid
Size: Medium (about 5–6 feet tall)
Speed: 30 feet

As a Zamani, you have these special traits.

Desert Adaptation. You have Resistance to Fire Damage.

Reversion. When you take damage, you can take a Reaction to gain Resistance to that damage and teleport to an unoccupied space you can see that you occupied since the start of your previous turn. You can use this trait once, and you regain the ability to do so when you finish a Short or Long Rest.

Temporal Control. You have Advantage on Initiative rolls. When you roll Initiative, you can treat a d20 result of 9 or lower as a 10.

Temporal Glimpse. When you finish a Long Rest, you look at fragments of possible futures. Roll a d20 and record the number. When you or a creature you can see within 30 feet of yourself makes a D20 Test, you can replace the test with the recorded number. You must choose to do so before the roll, and you lose an unused glimpse when you finish a Long Rest.

Timing is Everything. When you fail a D20 Test, you can add 1d4 to the total, possibly turning the failure into a success. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

ZORBRAK

Zorbraks *(ZOR-brak)* are a bipedal insectile species that have mantis-like features and boast a secondary pair of powerful scythe-like appendages in addition to their arms. They are the consummate hunters with a powerful predator's instinct and the supernatural ability to stalk their prey.

Zorbraks typically lack any sense of fear, allowing them to seek and kill the most dangerous game across the galaxy without hesitation. Many are instilled with immense pride by the hunting trophies they have won over their lifetime and are driven by the desire to leave a legendary legacy.

Zorbrak body types range from hulking to lithe, and their carapace can come in a wide range of hues from earthy to vibrant. They typically have a protruding, jagged maw and two sensory antennae, and they sometimes grow chitinous tendrils from their head.

ZORBRAK TRAITS

Creature Type: Humanoid
Size: Medium (about 5–7 feet tall)
Speed: 30 feet

As a Zorbrak, you have these special traits.

Climb Speed. You have a Climb Speed equal to your Speed.

Darkvision. You have Darkvision with a range of 60 feet.

Fearless. You have Advantage on saving throws to avoid or end the Frightened condition

Prey Stalker. You have proficiency in the Perception, Stealth, or Survival skill.

Scything Claws. You have a second pair of arms that end in sharp, blade-like claws that you can use to make Unarmed Strikes (Damage option only) with the Finesse property. On a hit, your claws deal 1d8 Slashing damage plus your ability modifier instead of the normal damage of an Unarmed Strike.

Additionally, if you have Advantage on an attack roll using your claws, it scores a Critical Hit on a roll of 19 or 20 on the d20.

Wraithform. As a Bonus Action, you magically gain the Invisible condition until the start of your next turn or until you make a damage roll or force someone to make a saving throw. When the Invisible condition on you from this trait ends, you treat Half Cover as Three-Quarters Cover until the end of your next turn. You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

EQUIPMENT

An outrunner's survival can depend on having the right gear for the mission. This section provides rules and prices for weapons, armor, and other kinds of equipment that characters might purchase or find. The GM lets you know if a shop has an item for sale and whether it's available at the listed price.

SELLING EQUIPMENT

Equipment fetches half its cost when sold. In contrast, trade goods and valuables—like precious stones, commodities, and art objects—retain their full value in the marketplace.

CURRENCY

The core currency used throughout the galaxy is the Galactic Note, denoted by this symbol: ₰. Notes are a physical or digital manifestation of the concept of value as embodied and empowered in the Hypergrid. Nexus Financial, the galaxy's largest and most powerful banking and financial institution, controls the minting and distribution of notes.

Galactic Notes come in several forms, including metal or plastic coins, paper or polymer bills, and digital "credit" chips or simply account balances.

Notes are notoriously difficult to counterfeit due to their magical origin and nature (though they aren't magic items themselves), and successful counterfeiters are or work closely with data mavens versed in technomagic such as Gridrunners.

CURRENCY CONVERSION

If you need to compare values with items from outside the Neon Odyssey setting, 1 GP equals ₰50. Some prices of equivalent gear might not match this ratio, as several prices have been intentionally adjusted to account for a variety of factors.

As a consideration, the buying power of ₰1 is roughly equivalent to that of 1 US dollar circa 1997.

HYPERTECH

Magic items created with technological magic resemble technology despite functioning as magic items. Technomagic items are known throughout the Stardust Rhapsody as "hypertech." Hypertech items follow all the same rules as standard magic items.

WEAPONS

Weapons in Neon Odyssey are drawn from space opera and fantasy, but all with an air of technological magic.

Melee weapons function just as one would expect a sword, axe, or spear to work, but the high-tech nature of these weapons means they're enhanced and empowered if they have the Powered property. These weapons might have energized striking surfaces, hypersonic vibrations, or self-honing, monomolecular cutting edges that keep them on par with space-age ranged weapons.

The Weapons tables in this section show the game's main weapons. These tables lists the game statistics, cost, and weight of each weapon.

NEW WEAPON PROPERTIES

New weapon properties are presented here in alphabetical order.

BRACED

When making an attack with a Braced weapon, use your Strength modifier for the attack and damage rolls. If the weapon has the Heavy property, use your Strength score to determine if you can use it without Disadvantage.

BURST

As an action, or in place of one attack when you take the Attack action, you can expend 3 shots of a Burst weapon's ammunition and make an attack with the weapon. On a hit or a miss, a second target within 5 feet of the first must make a DC 15 Dexterity saving throw or take the weapon's damage, but you don't add your ability modifier to that damage unless it is negative.

CLOSE QUARTERS

Being within 5 feet of an enemy doesn't impose Disadvantage on your ranged attack rolls with a Close Quarters weapon.

POWERED

You can activate a Powered weapon that has a charged Power Cell when you make an attack with it. On a hit while activated, the weapon's damage die changes to the value noted with the property. If a damage type is also noted, the weapon deals damage of that type when activated. If the weapon also has the Versatile property, the Powered property has a second notation for the activated damage when wielded with two hands. A full Power Cell powers the weapon for 25 attacks. You can exchange the cell as an action or a Bonus Action.

RELOAD

A Reload weapon's ammunition is held in a magazine or a Power Cell. After the number of shots noted in the property, you must reload the weapon as an action or a Bonus Action.

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MARTIAL MELEE WEAPONS

NAME	DAMAGE	PROPERTIES	MASTERY	WEIGHT	COST
Breaker Axe	1d12 Slashing	Heavy, Powered (2d8), Two-Handed	Cleave	7 lb.	₰1,500
Breaker Sword	2d6 Slashing	Heavy, Powered (2d8), Two-Handed	Graze	6 lb.	₰2,500
Combat Axe	1d8 Slashing	Powered (1d10; 1d12), Versatile (1d10)	Topple	4 lb.	₰750
Combat Sword	1d8 Slashing	Powered (1d10; 1d12), Versatile (1d10)	Sap	3 lb.	₰750
Combat Hammer	1d8 Bludgeoning	Powered (1d10; 1d12), Versatile (1d10)	Push	5 lb.	₰750
Concussion Maul	2d6 Bludgeoning	Heavy, Powered (2d8 Thunder), Two-Handed	Topple	10 lb.	₰2,500
Dueling Blade	1d8 Piercing	Finesse, Powered (1d10)	Vex	2 lb.	₰1,250
Filament Whip	1d4 Slashing	Finesse, Powered (1d6 Fire), Reach	Slow	2 lb.	₰500
Mag Flail	1d8 Bludgeoning	Powered (1d10)	Sap	2 lb.	₰500
Nano-Edge Spear	1d8 Piercing	Powered (1d10; 1d12), Thrown (Range 20/60), Versatile (1d10)	Sap	4 lb.	₰250
Pole Axe	1d10 Slashing	Heavy, Powered (1d12), Reach, Two-Handed	Cleave	6 lb.	₰1,000
Power Fist	1d8 Bludgeoning	Heavy, Powered (1d10), Unarmed	Topple	4 lb.	₰1,250
Power Glaive	1d10 Slashing	Heavy, Powered (1d12), Reach	Graze	6 lb.	₰1,000
Quickblade	1d6 Piercing	Finesse, Light, Powered (1d8)	Vex	2 lb.	₰500
Saber	1d6 Slashing	Finesse, Light, Powered (1d8)	Nick	3 lb.	₰1,250
Vibro Pike	1d10 Piercing	Heavy, Powered (1d12), Reach, Two-Handed	Push	18 lb.	₰1,000
Shock Lance	1d10 Piercing	Heavy, Powered (1d12 Lightning), Reach, Two-Handed (unless mounted)	Topple	6 lb.	₰1,000

MARTIAL RANGED WEAPONS

NAME	DAMAGE	PROPERTIES	MASTERY	WEIGHT	COST
Assault Rifle	1d8 Piercing	Ammunition (Range 200/800; Bullets), Burst, Heavy, Reload (40 shots), Two-Handed	Push	8 lb.	₰2,500
Breach Rifle	2d6 Piercing	Ammunition (Range 80/320; Shells), Braced, Burst, Heavy, Reload (20 shots), Two Handed	Cleave	10 lb.	₰4,000
Pulse Cannon	1d12 Thunder	Ammunition (Range 20/80; Power Cell), Braced, Heavy, Reload (5 shots)	Push	4 lb.	₰2,500
Hand Cannon	1d12 Piercing	Ammunition (Range 20/80; Shells), Braced, Heavy, Reload (5 shots)	Topple	5 lb.	₰2,500
Heavy Laser Rifle	2d6 Radiant	Ammunition (Range 300/1,200; Power Cell), Heavy, Loading (5 Shots per cell), Two-Handed	Sap	25 lb.	₰7,500
Laser Rifle	1d8 Radiant	Ammunition (Range 200/800; Power Cell), Burst, Heavy, Reload (25 Shots), Two-Handed	Slow	7 lb.	₰2,500
Light Machine Gun	1d10 Piercing	Ammunition (Range 200/800, Bullets), Burst, Finesse, Heavy, Reload (20 Shots), Two-Handed	Cleave	15 lb.	₰3,750
Plasma Pistol	1d8 Lightning	Ammunition (Range 80/320; Power Cell), Close Quarters, Reload (25 shots)	Sap	4 lb.	₰2,000
Plasma Rifle	1d10 Lightning	Ammunition (Range 200/800; Power Cell), Heavy, Reload (15 Shots), Two-Handed	Vex	8 lb.	₰3,750
Repeating Laser	1d10 Radiant	Ammunition (Range 200/800; Power Cell), Burst, Finesse, Heavy, Reload (20 Shots), Two-Handed	Graze	12 lb.	₰3,750
Scatterblast	1d10 Fire	Ammunition (Range 60/240; Power Cell), Close Quarters, Finesse, Reload (10 Shots), Scatter (15 ft.)	Push	4 lb.	₰2,500
Shotgun	1d10 Piercing	Ammunition (Range 60/240; Shells), Close Quarters, Finesse, Reload (10 Shots), Scatter (15 ft.)	Vex	5 lb.	₰2,500
Sniper Rifle	2d6 Piercing	Ammunition (Range 300/1,200; Bullets), Heavy, Loading, Two-Handed	Graze	30 lb.	₰7,500

NAME	DAMAGE	PROPERTIES	MASTERY	WEIGHT	COST
▶ *SIMPLE MELEE WEAPONS*					
Combat Baton	1d4 Bludgeoning	Light, Powered (1d6)	Slow	2 lb.	₰100
Combat Knife	1d4 Piercing	Finesse, Light, Powered (1d6), Thrown (Range 20/60)	Nick	1 lb.	₰100
Combat Staff	1d6 Bludgeoning	Powered (1d8; 1d10), Versatile (1d8)	Topple	4 lb.	₰250
Hatchet	1d6 Slashing	Light, Powered (1d8), Thrown (Range 20/60)	Vex	2 lb.	₰250
Hook Blade	1d4 Slashing	Light, Powered (1d6)	Nick	2 lb.	₰50
Power Cudgel	1d8 Bludgeoning	Powered (1d10), Two-Handed	Push	10 lb.	₰500
Shock Sap	1d6 Bludgeoning	Powered (1d8 Lightning)	Sap	3 lb.	₰250
Shock Knuckles	1d6 Bludgeoning	Light, Powered (1d8 Lightning), Unarmed	Nick	1 lb.	₰100
Throwing Hammer	1d4 Bludgeoning	Light, Powered (1d6), Thrown (Range 20/60)	Nick	2 lb.	₰100
Throwing Spear	1d6 Piercing	Powered (1d8), Thrown (Range 30/120)	Slow	2 lb.	₰250
Vibro Claw	1d4 Slashing	Finesse, Light, Powered (1d6), Unarmed	Nick	1 lb.	₰250
Vibro Spear	1d6 Piercing	Powered (1d8; 1d10), Thrown (Range 20/60), Versatile (1d8)	Sap	3 lb.	₰50
▶ *SIMPLE RANGED WEAPONS*					
Throwing Blade	1d4 Piercing	Finesse, Thrown, Range (20/60)	Vex	1/4 lb.	₰10
Laser Carbine	1d6 Radiant	Ammunition (Range 150/600; Power Cell), Burst, Reload (25 Shots), Versatile (1d8)	Slow	5 lb.	₰1,250
Light Laser Pistol	1d6 Radiant	Ammunition (Range 80/320; Power Cell), Close Quarters, Light, Reload (50 Shots)	Nick	1 lb.	₰750
Light Pistol	1d6 Piercing	Ammunition (Range 80/320; Bullets), Close Quarters, Light, Reload (15 Shots)	Vex	1 lb.	₰750
Heavy Laser Pistol	1d8 Radiant	Ammunition (Range 50/200; Power Cell), Close Quarters, Reload (25 Shots)	Push	3 lb.	₰1,250
Heavy Pistol	1d8 Piercing	Ammunition (Range 50/200; Bullets), Close Quarters, Reload (10 Shots)	Sap	4 lb.	₰1,250
Submachine Gun	1d6 Piercing	Ammunition (Range 150/600; Bullets), Burst, Reload (25 Shots), Versatile (1d8)	Push	5 lb.	₰1,250

SCATTER

As an action, you can expend 2 shots from the weapon to fire it in a Cone with the specified area. Each creature in that area must succeed on a DC 15 Dexterity saving throw or take damage. Roll the weapon's damage once and apply it to each creature that failed the save.

UNARMED

Attacks with an Unarmed weapon count as making Unarmed Strikes.

NON-LETHAL RANGED ATTACKS

When you reduce a creature that isn't a player character to 0 Hit Points using a ranged attack roll, you can choose not to kill the creature outright. The creature is dying and makes Death Saving Throws, even if it would normally die immediately upon reaching 0 Hit Points.

WEAPON MODULES

The arms industry has found many creative ways to improve weapons using cutting-edge technology.

Mod Slots. This technology is widespread enough in the galaxy that Simple and Martial weapons are constructed with two mod slots, and more expensive and advanced weapons have as many as six. Additional mod slots increase the cost of the weapon as shown in the Weapon Mod Slot Costs table.

Installing Modules in Mod Slots. You can set or remove a weapon module in a weapon mod slot with 1 minute of work.

One of a Kind. The effects of multiple weapon modules of the same type don't stack unless otherwise noted in the module.

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WEAPON MOD SLOT COSTS

ADDITIONAL MOD SLOTS	COST
1	+₰2,500
2	+₰20,000
3	+₰180,000
4	+₰1,500,000

WEAPON AND ARMOR MODULES PREVIEW

This document contains a sample of the weapon and armor mods that will be available in the full books. This limited selection is merely to whet your appetite.

DEFLECTION CIRCUITRY (₰2,000)

This weapon module enhances melee weapons with force-projection circuitry and can only be applied to weapons with the Powered property. When you are hit by a ranged attack roll that deals Force, Lightning, or Radiant damage, you can take a Reaction to expend a charge from its Power Cell and add 1d4 to your AC against that attack, possibly causing it to miss.

EXTENDED MAGAZINE (₰3,500)

This weapon module doubles the ammo capacity of Ranged weapons with the Reload property that use Bullets.

EXTRA BATTERY (₰3,500)

This weapon module allows Melee weapons with the Powered property and Ranged weapons with Power Cell ammunition to hold two Power Cells.

FILAMENT-TETHER GRAPNEL (₰2,500)

This weapon module adds the function of an Ascension Gun to the weapon.

This module can only be applied to Ranged weapons.

GRENADE CHAMBER (₰5,000)

This weapon module increases the range of grenades. You can load a Grenade into this weapon module as a Bonus Action, and fire it in place of an attack when you take the Attack action. The grenade's range increases to half the weapon's normal range.

This module can only be applied to Ranged weapons with the Two-Handed property.

ARMOR

Armor in Neon Odyssey is created in a near-endless variety of materials, styles, and intentions. It would be impossible to do justice to a galaxy of variations in such limited space, so the rules present armor as basic shells which can then be upgraded and customized with armor modules. The Armor table presents the base varieties of Light, Medium, and Heavy armor, and Shields.

Consider your character's origin world and culture when deciding what their armor looks like and what purpose it was designed for.

The Armor table lists the game statistics, cost, and weight of each type of armor.

ARMOR MODULES

Armor can be improved in a wide variety of ways, including affixing modules to mod slots in the armor.

Mod Slots. This technology is widespread enough in the galaxy that the ordinary suit of Light, Medium, or Heavy armor has two mod slots, and more expensive and advanced suits have as many as six.

Installing Modules in Mod Slots. You can install or remove an armor module in an armor mod slot with 1 minute of work.

One of a Kind. The effects of multiple armor modules of the same type don't stack unless otherwise noted in the module.

ARMOR MOD SLOT COSTS

ADDITIONAL MOD SLOTS	COST
1	+₰2,500
2	+₰20,000
3	+₰180,000
4	+₰1,500,000

COMPOSITE WEAVE (₰1,750)

You have a +1 bonus to AC while wearing a suit of armor with this armor module. This armor module can't be used in conjunction with Dynasteel Plating. While attached to Heavy Armor, the armor's Strength requirement increases to 14.

CONCEALED COMPARTMENT (₰3,000)

This armor module is typically placed on the forearm or thigh. It can hold one Tiny object, and you can take an object out of the compartment, or put an object in, as a Bonus Action. A creature can locate the compartment as a Search action with a successful DC 15 Wisdom (Perception) check.

DYNASTEEL PLATING (₰6,250)

You have a +2 bonus to AC while wearing a suit of Heavy Armor with this armor module, and the armor's Strength requirement increases to 15. This armor module can't be used on Light or Medium armor or in conjunction with Composite Weave.

ENVIRONMENT SEALS (₰4,500)

This armor module gives a suit of armor the air, pressure, radiation, and temperature protection needed to survive for up to 24 hours in space or underwater. The armor module replenishes its protective capability with 1 hour of access to pressurized, breathable air.

INTEGRATED TOOL (₰2,500 PLUS TOOL COST)

This armor module integrates a tool and necessary controls for it into your armor. Bypass tools, Electronics Tools, Engineer's Tools, Spiking Deck, and Mechanic's Tools are by far the most common tools to integrate this way. The tool extends from the armor's forearm, glove, or gauntlet.

You can install multiple Integrated Tool modules in a suit of armor, but you must choose different tools for each module.

ARMOR	ARMOR CLASS (AC)	STRENGTH	STEALTH	WEIGHT	COST
▶ *LIGHT ARMOR (1 MINUTE TO DON OR DOFF)*					
Light Armor	11 + Dex modifier	—	—	10 lb.	₰500
▶ *MEDIUM ARMOR (5 MINUTES TO DON AND 1 MINUTE TO DOFF)*					
Medium Armor Vest	13 + Dex modifier (max 2)	—	—	20 lb.	₰2,500
Medium Armor Suit	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.	₰2,500
▶ *HEAVY ARMOR (10 MINUTES TO DON AND 5 MINUTES TO DOFF)*					
Heavy Armor	16	Str 13	Disadvantage	55 lb.	₰3,750
▶ *SHIELD (UTILIZE ACTION TO DON OR DOFF)*					
Shield	+2	—	—	6 lb.	₰500

TOOLS

Tools are used to make specialized ability checks, craft items, or both. A tool's description includes the tool's cost and weight, as well as the typical ability to use when making an ability check with the tool. Some tools list two ability scores—use the most appropriate of the two for a given task if none is specified.

CRAFTER'S TOOLS

Crafter's Tools are each focused on crafting items and pursuing a trade.

ARTIST'S SUPPLIES (₰500)

Ability: Dexterity or Wisdom
Weight: 5 lb.
Utilize: Paint, draw, or sculpt a recognizable image of something you've seen (DC 10), Write text with impressive flourishes that guards against forgery (DC 15)
Craft: Cosmic Symbol, False ID (Standard), Pigment, Primal Focus, *Spell Scroll*

BREWING SUPPLIES (₰1,000)

Ability: Intelligence
Weight: 9 lb.
Utilize: Detect poisoned drink (DC 15), or identify alcohol (DC 10)
Craft: Antidote, Beer, Wine, Spirits

CHEF'S UTENSILS (₰50)

Ability: Wisdom
Weight: 8 lb.
Utilize: Improve food's flavor (DC 10), or detect spoiled or poisoned food (DC 15)
Craft: Ration Pouch

CHEMIST'S SUPPLIES (₰2,000)

Ability: Intelligence
Weight: 8 lb.
Utilize: Identify a substance (DC 15), or start a fire (DC 15)
Craft: Acid Vial, Component Pack, Explosives, Fragrance, Fuel Oil, Stationery, Thermasene

CONSTRUCTION TOOLS (₰400)

Ability: Strength
Weight: 6 lb.
Utilize: Seal or pry open a door or container (DC 20), chisel or etch a hole or symbol (stone, wood, or metal; DC 10)
Craft: Collapsible Pole, Folding Ladder, Footlocker, Gas Canister, Hauling Pulley, Storage Drum

ELECTRONICS TOOLS (₰750)

Ability: Dexterity or Intelligence
Weight: 3 lb.
Utilize: Repair damaged electronics (DC 20), or jury rig power connection (DC 10)
Craft: Communicator, Computer, Data Chip, Datapad, Flashlight, Holoprojector, Link Cable, Power Cell, Macro Scope, Media Device, Motion Sensor, Night Vision Goggles, Scanner

ENGINEER'S TOOLS (₰2,000)

Ability: Dexterity or Intelligence
Weight: 8 lb.
Utilize: Assemble a Tiny item composed of scrap which falls apart in 1 minute (DC 20), or sabotage a device (DC 15)
Craft: Armor Mods, Ascension Gun, Breath Mask, Handcuffs, Hypertech Component Pack, Mag Lock, Silencer, Weapon Mods, ranged weapons with the Ammunition property

JEWELRY TOOLS (₰1,250)

Ability: Intelligence
Weight: 2 lb.
Utilize: Discern a gem's value (DC 15)
Craft: Cosmic Symbol, Occult Focus

MECHANIC'S TOOLS (₰2,000)

Ability: Strength or Intelligence
Weight: 8 lb.
Utilize: Seal or cut open a door or container (DC 20), repair a damaged vehicle (DC 10)
Craft: Heavy armor, Medium armor, Melee weapons, metal equipment (non-electronics)

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POLYMER-MOLDING TOOLS (₰1,500)

Ability: Intelligence
Weight: 5 lb.
Utilize: Discern what a ceramic, glass, or plastic container held in the past 24 hours (DC 15)
Craft: Bin, Bottle, Cord, Glass Vial, Light armor, Magnifying Lens, Storage Drum (plastic), Synth Line

SURVEYING TOOLS (₰150)

Ability: Wisdom
Weight: 6 lb.
Utilize: Draft a map of a small area (DC 15)
Craft: Nav Chart

TEXTILE TOOLS (₰50)

Ability: Dexterity
Weight: 5 lb.
Utilize: Mend a tear in clothing (DC 10), add a design to fabric or leather (DC 10), modify footwear to give Advantage on the wearer's next Dexterity (Acrobatics or Stealth) check (DC 10)
Craft: Bag, Belt Pack, Climbing Kit, Clothing, Cord, Light armor, Mesh Net, Rucksack, Sleeping Bag, Synth Line, Satchel, Shelter Tent

OTHER TOOLS

These tools support outrunning and other pursuits.

BYPASS TOOLS (₰1,250)

Ability: Dexterity
Weight: 1 lb.
Utilize: Operate a lock (DC 15), disarm a trap (DC 15), or sabotage a device (DC 15)

FORGER'S KIT (₰750)

Ability: Dexterity
Weight: 5 lb.
Utilize: Mimic 10 or fewer words of someone else's handwriting (DC 15), or duplicate an official seal (DC 20)
Craft: False ID (Standard, Superior)

GAME SET (VARIES)

Ability: Dexterity or Wisdom
Weight: Varies
Utilize: Discern whether someone is cheating (Wisdom DC 10), or win the game (DC 20)
Variants: Board game (₰20, 2 lb.), casino set (₰20, 2 lb.), collectible card game (₰250, 1/2 lb.), game console (₰500, 5 lb.)

INFILTRATOR'S KIT (₰1,250)

Ability: Charisma
Weight: 3 lb.
Utilize: Apply makeup (DC 10)
Craft: Disguise

MUSICIAN'S INSTRUMENT (VARIES)

Ability: Charisma
Weight: Varies
Utilize: Play a known tune (DC 10), or improvise a song (DC 15)
Variants: Brass wind (₰1,500, 2 lb.), drums (single ₰300, 1 lb.; set ₰1,500, 50 lb.), keys (portable ₰1,500, 5 lb., standing ₰3,000, 300 lb.), microphone (₰250, 1 lb.), wood wind (₰100, 1 lb.), stringed (small ₰1,500, 1 lb.; medium ₰2,000, 5 lb., large ₰3,000, 80 lb.)

NAVIGATION TOOLS (₰1,250)

Ability: Wisdom
Weight: 2 lb.
Utilize: Plot a course, or determine position by stars (DC 15)

PHARMA KIT (₰250)

Ability: Intelligence or Wisdom
Weight: 5 lb.
Utilize: Identify a drug or toxin (DC 15)
Craft: Antidote, Med Pack, *Healing Stim*

SPIKING DECK (₰1,250)

Ability: Intelligence
Weight: 4 lb.
Utilize: Access a secure system (DC 20, see the Grid Spiking section), or falsify a starship transponder code (DC 20)
Craft: False ID, Programs (see the Grid Spiking section), *Spell Chip*

TOXIN KIT (₰2,000)

Ability: Intelligence
Weight: 2 lb.
Utilize: Detect a poisoned object (DC 10)
Craft: Simple Toxin

OUTRUNNING GEAR

ITEM	WEIGHT	COST
Academic's Pack	30 1/2 lb.	₰1,090
Acid Tube	—	₰250
Acolyte's Pack	29 lb.	₰1,730
Ammunition	Varies	Varies
Amplifier	1 1/2 lb.	₰500
Antidote	—	₰2,500
Ascension Gun	2 lb.	₰2,000
Bag	1/2 lb.	₰5
Belt Pack	1/2 lb.	₰5
Bin	2 lb.	₰5
Breath Mask	2 lb.	₰50
Briefcase	2 1/2 lb.	₰50
Camera	1/2 lb.	₰500
Camo Netting	5 lb.	₰400
Canteen	5 lb. (full)	₰10
Climbing Gear	10 lb.	₰1,250
Clothes, Designer	6 lb.	₰750
Clothes, Streetwear	4 lb.	₰100
Collapsible Pole	5 lb.	25
Communicator, High Power	8 lb.	₰15,000
Communicator, Personal	1/2 lb.	₰1,500
Component Pack	2 lb.	₰1,250
Computer	Varies	Varies
Cord	—	₰5
Cosmic Suspension	1 lb.	₰1,250
Cosmic Symbol	Varies	Varies
Data Chip	—	₰125
Datapad	1/2 lb.	₰250
Disguise	4 lb.	₰250
Enviro Suit	50 lb.	₰2,000
Explosives	Varies	Varies
False ID	—	Varies
Flamethrower	3 lb.	₰2,000
Flashlight	1 lb.	₰25
Folding Ladder	20 lb.	₰75
Footlocker	20 lb.	₰75
Fragrance	—	₰25
Fuel Oil	1 lb.	₰5
Gas Canister	8 lb. (full)	₰10
Generator	50 lb.	₰5,000
Grapnel	4 lb.	₰100
Grav Spikes	2 lb.	₰50
Handcuffs	1/2 lb.	₰50
Hauling Pulley	5 lb.	₰10
Healing Stim	—	₰2,500
Holoprojector	1/2 lb.	₰250
Hypertech Component Pack	5 lb.	₰1,250
Intruder's Pack	35 lb.	₰785
Lighter	—	₰5
Link Cable	1/2 lb.	₰15
Macro Scope	1 lb.	₰250
Magazine	—	₰10
Mag Lock	1 lb.	₰500
Magnifying Lens	—	₰10
Media Device	Varies	Varies
Med Pack	3 lb.	₰250
Mesh Net	3 lb.	₰50
Motion Sensor	—	₰25
Nav Chart	—	₰50
Night Vision Goggles	1 lb.	₰3,500
Occult Focus	Varies	Varies
Omni Pen	—	₰20
Outrunner's Pack	41 lb.	₰730
Performer's Pack	52 1/2 lb.	₰2,440
Pigment	—	₰5
Power Cell	1/2 lb.	₰100
Power Cell, Rechargeable	1/2 lb.	₰3,000
Primal Focus	Varies	Varies
Pry Bar	5 lb.	₰100
Ration Pouch	2 lb.	₰25
Repair Parts	60 lb.	Varies
Rucksack	5 lb.	₰100
Scanner	2 lb.	₰1,500
Shelter Tent	5 lb.	₰150
Signal Jammer	5 lb.	₰10,000
Silencer	1/2 lb.	₰1,500
Sleeping Bag	7 lb.	₰50
Spade	5 lb.	₰10
Spell Chip (Cantrip)	—	₰300
Spell Chip (Level 1)	—	₰1,500
Spring Trap	25 lb.	₰250
Stationery	—	₰30
Steel Bearings	2 lb.	₰50
Steel Chain	10 lb.	₰250
Storage Drum	25 lb.	₰50
Survivor's Pack	118 1/2 lb.	₰4,375
Synth Line	2 1/2 lb.	₰50
Technician's Pack	26 1/2 lb.	₰880
Thermal Blanket	1 lb.	₰5
Thermasene	1 lb.	₰2,500
Toxin, Simple	—	₰5,000
Tracker	—	₰500
Trench Coat	1 lb.	₰50
Utility Jug	40 lb. (full)	₰50
Vial, Glass	—	₰2

OUTRUNNING GEAR

The Outrunning Gear table in this section includes gear that adventurers often find useful. These items are described here in alphabetical order with an item's price appearing after its name.

ACADEMIC'S PACK (₰1,090)

An Academic's Pack contains the following items: Rucksack, Briefcase, 2 Data Chips, Datapad, Flashlight, Omni Pen, Lighter, Magnifying Lens, Power Cell, 10 Ration Pouches, 10 sheets of Stationery.

ACID VIAL (₰250)

When you take the Attack action, you can replace one of your attacks with throwing a vial of Acid. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d6 Acid damage.

ACOLYTE'S PACK (₰1,730)

An Acolyte's Pack contains the following items: Rucksack, Cosmic Suspension, Flashlight, Power Cell, 10 Ration Pouches, Thermal Blanket.

AMPLIFIER (₰500)

An Amplifier is a speaker that amplifies sounds so they can be heard up to 300 feet away. It comes with a hand-held microphone, and can be paired with a Communicator, a data storage device for playing audio files, or a Musician's Instrument.

AMMUNITION (VARIES)

Ammunition is required by a weapon that has the Ammunition property. A weapon's description specifies the type of ammunition used by the weapon. The Ammunition table lists the different types and the amount you get when you buy them. The table also lists the item that is typically used to store each type; storage must be bought separately.

AMMUNITION

TYPE	AMOUNT	STORAGE	WEIGHT	COST
Bullets	20	Magazine	1 lb.	₰100
Power Cell	1	—	1/2 lb.	₰100
Shells	10	Magazine	1 lb.	₰100

ANTIDOTE (₰2,500)

This injector, medicine elixir, or dermal patch is a nonmagical pharmaceutical. As a Bonus Action, you can use it yourself or aminister it to a creature within 5 feet of you. The target gains Advantage on saving throws to avoid or the end Poisoned condition for 1 hour.

ASCENSION GUN (₰2,000)

An Ascension Gun is a compact device with a high-strength cable and anchoring head fired by gas or magnetic acceleration. As a Utilize action, you can fire the gun at a surface or object you can see within 100 feet of yourself, and the head anchors if you succeed on a DC 15 Dexterity (Acrobatics) check. As part of the same action, or as a Bonus Action on subsequent turns, you can retract the cable 25 feet, hauling up to 500 pounds toward the anchor point, or a weight lighter than you and no more than 500 pounds toward yourself.

BAG (₰5)

A Bag holds up to 30 pounds within 1 cubic foot.

BELT PACK (₰5)

A Belt Pack is a pouch attached to a belt usually worn around the waist or cross-body. It holds up to 6 pounds within one-fifth of a cubic foot.

BIN (₰5)

A plastic crate or storage box. A Bin holds up to 40 pounds within 2 cubic feet.

BOTTLE (₰5)

A Bottle holds up to 11/2 pints.

BREATH MASK (₰50)

A Breath Mask is an adjustable face mask with airtight seals and an internal supply of breathable air. You can breathe for 2 hours using the mask's supply. The mask's supply can be refilled from any functioning life support system, such as those on starships.

The Breath Mask has a connection for an external atmosphere supply to allow for longer breathing time, and a valve tube that fits standard Canteens to allow drinking without removing the mask. As a Utilize action, you can attach or remove a breathing supply such as a Gas Canister or life support line, or a Canteen for drinking.

BRIEFCASE (₰50)

A Briefcase is watertight and holds up to 200 sheets of Stationery, or a similar volume of Tiny objects.

CAMERA (₰500)

A Camera can take still pictures or record video and audio. It stores recorded media on a removable Data Chip.

CAMO NETTING (₰400)

Camo Netting is a thin mesh with multicolored swatches attached to it used to camouflage vehicles and similar sized objects. The netting is large enough to cover a Gargantuan object up to a 20-foot Cube. With 1 minute of work, you can cover a Huge or smaller object with the netting. Covering a Gargantuan object that fits under the net takes 10 minutes of work. Once the object is covered, make a Dexterity (Stealth) check to hide the object, as if you were taking the Hide action for yourself.

CANTEEN (₰10)

A Canteen holds up to a half gallon. If you don't drink sufficient water, you risk dehydration (see the *D&D Beyond Basic Rules*).

CLIMBING GEAR (₰1,250)

Climbing Gear includes boot tips, gloves, pitons, and a harness. As a Utilize action, you can use the Climbing Gear to anchor yourself; when you do, you can't fall more than 25 feet from the anchor point, and you can't move more than 25 feet from there without undoing the anchor as a Bonus Action.

CLOTHES, DESIGNER (₰750)

Designer Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

CLOTHES, STREETWEAR (₰100)

Streetwear Clothes are resilient garments designed for travel in various environments.

COLLAPSIBLE POLE (₰25)

As a Utilize action, a Collapsible Pole telescopes from 1 foot long, to as long as 10 feet. While fully extended, if you make a Strength (Athletics) check as part of a High or Long Jump, you can use the pole to vault, giving yourself Advantage on the check.

COMMUNICATOR, HIGH POWER (₰15,000)

A High Power Communicator includes a backpack central unit with a compact antenna, and a headset or hand transceiver. It can also be easily mounted in a vehicle. A High Power Communicator can connect to a communication network, or it can directly connect to another comm device in a range up to 25 miles with direct line of sight. It can store comm codes or select frequencies. If you use the comm in an area of jamming, if you succeed on a DC 15 Intelligence (Computers) check, the comm functions until the start of your next turn. A Power Cell powers the unit for 24 hours of use.

If you aren't maintaining a Lifestyle, the communicator can't connect to a comm network.

COMMUNICATOR, PERSONAL (₰1,500)

A Personal Communicator is a Tiny device easily held in the palm of one hand. It can connect to a communication network to allow long distance calling or directly connect to another comm device over a short range—1 mile with direct line of sight, or 1,000 feet in a city or similar terrain. It has its own unique comm code and can store hundreds of codes for easy calling. The communicator functions for 48 hours before needing to be recharged (1 hour connected to a power source).

If you aren't maintaining a Lifestyle, the communicator can't connect to a comm network.

COMPONENT PACK (₰1,250)

A Component Pack is watertight and filled with compartments that hold all the free Material components of your spells.

COMPUTER (VARIES)

Computers serve a variety of functions including displaying entertainment, data storage, playing video games, running and creating programs, and allowing Hypergrid connection. Computers function as Gaming Consoles and execute Simple and Complex Programs. A computer can function as a Spiking Deck, which increases the computer's price.

Desktop. Desktop computers are larger, more powerful devices that hold large amounts of storage, equivalent to 100 Data Chips. When used to create Complex Programs, a Desktop Computer adds a +5 bonus to the ability check.

Laptop. Laptop Computers are smaller, portable computers. They can store the equivalent of 25 Data Chips.

COMPUTERS

DEVICE	WEIGHT	COST
Desktop	30 lb.	₰2,000
Laptop	3 lb.	₰1,500
Spiking Deck Upgrade	—	+₰625

CORD (₰5)

Cord is thin synthetic string that comes in 10-foot spools. You can tie a knot in it as a Utilize action.

COSMIC SUSPENSION (₰1,250)

Cosmic Suspension is a fluid infused with energy and vibrations of cosmic power, usually that of Agathos or the Harmony. When you take the Attack action, you can replace one of your attacks with throwing a flask of Cosmic Suspension. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is an Aberration, a Fiend, or an Undead.

COSMIC SYMBOL (VARIES)

A Cosmic Symbol takes on of the forms in the Cosmic Symbol table and is machined or inscribed to channel cosmic magic. An Enforcer or Oracle can use a Cosmic Symbol as a Spellcasting Focus.

The table indicates whether a Cosmic Symbol needs to be held, worn, or born on fabric (such as clothing or a banner) or a suit of armor or a Shield.

COSMIC SYMBOLS

SYMBOL	WEIGHT	COST
Amulet or Badge (worn or held)	1 lb.	₰250
Insignia (on fabric, armor, or a Shield)	—	₰250
Relic (held)	2 lb.	₰250

DATA CHIP (₰125)

A Data Chip is a digital storage unit easily held in the palm of a hand. You can insert the chip into Datapads, computers, or other devices to access, transfer, and store information. A standard Data Chip can store 4,000 pages of simple, text-only data—about 100 books worth. The same device can hold 400 photos or other still images, 200 hours of audio, 48 hours of high-definition video, or 3 Complex Programs.

DATAPAD (₰250)

A Datapad is a device that stores data in the form of text, audio, or video files, has simple audio-video recording capability, and can execute Simple Programs. If you consult an accurate nonfiction Datapad file about its topic, you gain a +5 bonus to Intelligence (Arcana, Computers, History, Nature, Religion, or Technology) checks you make about that topic. The pad has a slot to accept an external Data Chip and has an equal amount of internal storage.

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DISGUISE (₰250)

While wearing a Disguise, you have Advantage on any ability check you make to impersonate the person or type of person it represents.

ENVIRO SUIT (₰2,000)

An Enviro Suit is a bulky garment that includes a helmet, gloves that seal each seam, and removable mag boots that allow you to walk on metal surfaces in zero gravity. The suit takes 10 minutes to don and 5 minutes to doff. While wearing the suit, you have Disadvantage on Dexterity (Stealth) checks. While sealed inside the suit, you have Advantage on saving throws against dangerous environments, and you automatically succeed on saving throws against extreme cold or extreme heat. The suit holds 24 hours of breathable atmosphere.

You can refill the suit's atmosphere using Gas Canisters or by connecting it to a functioning life support system (such as those in starships).

EXPLOSIVES (VARIES)

Explosive devices with various effects and applications abound.

Breaching Charge. Breaching Charges are blocks or satchels of explosives shaped to penetrate doors, or reinforced walls. You can attach a charge to a surface and arm it as a Utilize action. When you arm the charge, you can set a timer up to 1 hour, or set it to receive a signal from a transmitter or Communicator. You can signal a charge to explode as a Utilize action. When the charge detonates, the surface it's attached to takes damage determined by the charge type.

SMALL BREACHING CHARGE. 8d10 Force damage. Creatures within a 20-foot-radius Sphere make a DC 15 Constitution saving throw, taking 4d10 Thunder damage on a failure or half as much damage on a success.

LARGE BREACHING CHARGE. 20d10 Force damage. Creatures within a 50-foot-radius Sphere make a DC 15 Constitution saving throw, taking 10d10 Thunder damage on a failure or half as much damage on a success.

Using Grenades. When you take the Attack action, you can replace one of your attacks with throwing a Grenade at a point up to 60 feet away or using a Grenade Launcher to fire one at a point up to 1,000 feet away. The Grenade explodes at that point, creating an effect in a 20-foot-radius Sphere. You can load and fire a Grenade Launcher once per action, even if you can make multiple attacks.

EMP Grenade. Each creature in the Sphere makes a DC 15 Constitution saving throw. On a failed save, all powered devices carried by the creature don't function for 1 minute. A Construct that fails the save has the Incapacitated condition for the duration. The creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

A Power Cell or powered device in the Sphere that isn't being worn or carried doesn't function for 1 minute.

Flashbang Grenade. Each creature in the Sphere must succeed on a DC 15 Constitution saving throw or have the Blinded and Deafened conditions. The creature repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute it succeeds automatically.

Frag Grenade. Each creature in the Sphere makes a DC 15 Dexterity saving throw, taking 14 (4d6) Piercing damage on a failed save or half as much damage on a successful one.

Incendiary Grenade. Each creature in the Sphere makes a DC 15 Dexterity saving throw, taking 14 (4d6) Fire damage on a failed save and starts burning, or takes half as much damage only on a successful one. Flammable objects in the area that aren't being worn or carried start burning.

Smoke Grenade. The Sphere is Heavily Obscured by smoke for 1 minute. A strong wind disperses the smoke.

Plasma Grenade. Each creature in the sphere makes a DC 15 Dexterity saving throw, taking 17 (5d6) Lightning damage and can't take Reactions until the start of its next turn on a failed save, or half as much damage on a successful one.

EXPLOSIVES

EXPLOSIVE	WEIGHT	COST
Breaching Charge (Small)	1 lb.	₰7,500
Breaching Charge (Large)	20 lb.	₰25,000
Grenade Launcher	7 lb.	₰3,000
EMP Grenade	3 lb.	₰1,000
Frag Grenade	1 lb.	₰5,000
Incendiary Grenade	2 lb.	₰7,500
Smoke Grenade	3 lb.	₰250
Plasma Grenade	1 1b.	₰7,500

FALSE ID (VARIES)

A False ID provides fake identity information that can pass cursory inspection reliably. A creature that examines the False ID closely realizes it's a fake with an Intelligence (Investigation) check as a Study action, against the DC determined by the ID's quality.

A Supreme quality False ID is backed up by implanted fake, or repurposed true, information in local databases.

FALSE ID

QUALITY	DC	COST
Standard	15	₰500
Superior	20	₰10,000
Supreme	25	₰50,000

FLAMETHROWER (₰2,000)

A Flamethrower is a pistol-like device with a pressure nozzle and an Lighter beneath it. When you take the Attack action, you can replace one of your attacks with firing the Flamethrower. Each creature in a 15-foot Cone must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d4 Fire damage. Flammable objects in the Cone that aren't being worn or carried start burning (see the *D&D Beyond Basic Rules*). After three uses, you must reload the Flamethrower with a Fuel Oil flask as an action or a Bonus Action.

FLASHLIGHT (₼25)

A Flashlight is a handheld device that uses a Power Cell to produce light. You can turn the light on or off (no action required) once on your turn. A Power Cell powers a Flashlight for 10 hours of use.

The Flashlight has three modes, which you can switch as a Bonus Action.

Ambient. The light produces Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

Spotlight. The light produces Bright Light in a 60-foot Cone and Dim Light for an additional 60 feet.

Subtle. The light produces Dim Light in a 5-foot radius.

FOLDING LADDER (₼75)

A Folding Ladder is 10 feet tall when fully deployed, and it collapses to 3 feet long. You must climb to move up or down it.

FOOTLOCKER (₼75)

A Footlocker holds up to 12 cubic feet of contents.

FRAGRANCE (₼25)

Fragrance comes in a 4-ounce vial. For 1 hour after applying Fragrance to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of yourself.

FUEL OIL (₼5)

You can douse a creature, object, or space with Fuel Oil or use it as fuel, as detailed below. A flask holds 1 pint of Fuel Oil.

Dousing a Creature or Object. When you take the Attack action, you can replace one of your attacks with throwing a Fuel Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from the burning oil.

Dousing a Space. You can take the Utilize action to pour a Fuel Oil flask on level ground to cover a 5-foot-square area within 5 feet of yourself. If lit, the oil burns until the end of the turn 2 rounds from when the oil was lit (or 12 seconds) and deals 5 Fire damage to any creature that enters the area or ends its turn there. A creature takes this damage only once per turn.

Fuel. Fuel Oil serves as fuel for any fire-based light source or combustion engine device. Once ignited, a flask of Fuel Oil provides 6 hours of burning for wick combustion, 1 hour of operation for a Generator or similar-sized engine, or 8 minutes of operation for a Light Planetary vehicle (roughly 8 miles of travel) or the equivalent.

GAS CANISTER (₼10)

A Gas Canister is a compact cylinder with a valve. It holds compressed gas, typically oxygen to allow for breathing. A Small or Medium creature can breathe for 24 hours using a full canister. You can refill the canister by connecting it to a life support system (such as those on starships).

GENERATOR (₼5,000)

A Generator is a portable combustion engine that burns fuel to generate power. It operates for 1 hour on a flask of Fuel Oil, and can power up to 10 small, powered devices during that time. The Generator is loud when operating and can be heard up to 300 feet away. It has wheels to allow for easier transportation.

GRAPNEL (₼100)

As a Utilize action, you can throw the Grapnel at a railing, a ledge, or another catch within 50 feet of yourself, and the hook catches on if you succeed on a DC 13 Dexterity (Acrobatics) check. If you tied a Synth Line to the hook, you can then climb it.

GRAV SPIKES (₼50)

As a Utilize action, you can spread grav spikes to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Grav Spikes.

HANDCUFFS (₼50)

As a Utilize action, you can use Handcuffs to bind an unwilling Small or Medium creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Dexterity (Sleight of Hand) check. While bound, a creature has Disadvantage on attack rolls, and the creature has the Restrained condition if the Handcuffs are attached to something fixed in place. As an action, a creature can escape the Handcuffs with a successful DC 20 Dexterity (Sleight of Hand) check or burst them with a successful DC 25 Strength (Athletics) check.

HAULING PULLEY (₼10)

A Hauling Pulley lets you hoist up to four times the weight you can normally lift.

HEALING STIM (POTION OF HEALING, ₼2,500)

A *Healing Stim* is a hypertech version of a *Potion of Healing*. This injector, medicine elixir, or dermal patch is a magic item. As a Bonus Action, you can use it yourself or administer it to another creature within 5 feet of you. The target regains 2d4 + 2 Hit Points.

HOLOPROJECTOR (₼250)

A Holoprojector is a compact, portable holo emitter with limited storage, about the size of a deck of cards. You can activate or deactivate it with a Utilize action, and you can select a new stored image as part of the same action. While activated, it projects a holographic image up to 5 feet away from it. The projector can store up to 10 images. An image can be an object, a creature, or a scene such as a photograph, and it can be animated with one round worth of movement or apparent actions, which can loop. The projector has enough power to operate for 10 minutes before needing to be recharged (which takes 1 hour connected to a power source), or it can be wired into a power source for continuous function.

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Physical contact reveals the hologram for what it is. A creature can take the Study action to examine the image, and determines its true nature with a successful DC 13 Intelligence (Investigation) check.

HYPERTECH COMPONENT PACK (₰1,250)

A Hypertech Component Pack is watertight and filled with machine and device parts sufficient for casting hypertech spells (see the Spells section). It holds all the free Material components of your spells.

INTRUDER'S PACK (₰785)

An Intruder's Pack contains the following items: Rucksack, Canteen, Flashlight, Grapnel, Lighter, Motion Sensor, Power Cell, Pry Bar, 5 Ration Pouches, Steel Bearings, Synth Line.

LIGHTER (₰5)

An Lighter is a small device that uses sparks and simple fuel to create a small flame. Using it to light a candle or anything with exposed fuel or constructed of flammable material takes a Bonus Action. Lighting any other fire takes 1 minute.

LINK CABLE (₰15)

A 20-foot spool of cable with connectors at each end for transferring power or data.

MACRO SCOPE (₰250)

A Macro Scope is an optical enhancer for viewing distant things. Standard, commercially available models allow detailed viewing out to double a user's normal sight range. More expensive variant models add different functionality, such as longer range or vision modes.

As a Utilize action, you can fit a scope to a ranged weapon with the Two-Handed property. Ranged attack rolls with the weapon don't have Disadvantage for firing at a target beyond close range if you don't move during the same turn.

MAG LOCK (₰500)

A Mag Lock comes with a key or combination. Without the key or combination, a creature can use Bypass Tools to operate the lock with a successful DC 15 Dexterity (Sleight of Hand) check.

MAGAZINE (₰10)

A Magazine is an ammunition case that can hold up to 40 Bullets or 20 Shells.

MAGNIFYING LENS (₰10)

A Magnifying Lens grants Advantage on any ability check made to appraise or inspect a highly detailed item. Lighting a fire with a Magnifying Lens requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite.

MEDIA DEVICE (VARIES)

Media devices play audio or visual media files or broadcasts.

Entertainment Center. Entertainment Centers are home entertainment setups with varying sized televisions, along with media players and speakers.

Portable Audio Player. Portable Audio Players are pocket-sized devices meant to play audio files into connected headphones, or on an internal speaker. It has a port to accept a Data Chip and has an equal amount of internal storage.

MEDIA DEVICES

DEVICE	WEIGHT	COST
Entertainment Center	30 lb.	₰750
Portable Audio Player	1/2 lb.	₰150

MED PACK (₰250)

A Med Pack has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

MESH NET (₰50)

When you take the Attack action, you can replace one of your attacks with throwing a Mesh Net. Target a creature you can see within 15 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or have the Restrained condition until it escapes. The target succeeds automatically if it is Huge or larger.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 10 Strength (Athletics) check, freeing the Restrained creature on a success. Destroying the Mesh Net (AC 10; 5 HP; Immunity to Bludgeoning, Poison, and Psychic damage) also frees the target.

MOTION SENSOR (₰25)

A Tiny device that detects movement within 5 feet of its front. You can activate or deactivate it as a Utilize action, and it has an adhesive pad on the back that allows it to be affixed to a surface as part of the same action. While activated, when a Small or larger creature or object moves within 5 feet of the sensor's front, it emits a sound that can be heard up to 60 feet away. It can operate for 24 hours before needing to be recharged (which takes 1 hour connected to a power source), or it can be wired into a power source for continuous function.

NAV CHART (₰50)

If you consult an accurate Nav Chart, you gain a +5 bonus to Wisdom (Survival) checks you make to find your way in the place represented on it. Nav Charts are printed or drawn on paper or stored digitally in Data Chips.

NIGHT VISION GOGGLES (₰3,500)

These goggles enhance existing light and use infrared light sources to provide you with Darkvision with a range of 60 feet. The goggles require a Power Cell (included) and function for 8 hours on a full cell.

OCCULT FOCUS (VARIES)

An Occult Focus takes one of the forms in the Occult Focuses table and is bejeweled or worked to channel arcane magic. A Cryptist or Esper can use such an item as a Spellcasting Focus.

OCCULT FOCUSES

FOCUS	WEIGHT	COST
Circlet	1 lb.	₰500
Crystal	1 lb.	₰500
Diagram	1 lb.	₰250
Orb	3 lb.	₰1,000

OMNI PEN (₰20)

An Omni Pen is used to write or draw and contains an internal supply of ink. Commonly, many also function as a stylus for Datapads. It can write underwater or in zero G.

OUTRUNNER'S PACK (₰730)

An Outrunner's Pack contains the following items: Rucksack, Canteen, Flashlight, Grav Spikes, Lighter, Power Cell, Pry Bar, 10 Ration Pouches, Synth Line.

PERFORMER'S PACK (₰2,440)

A Performer's Pack contains the following items: Rucksack, Amplifier, Camera, Canteen, Data Chip, 3 Disguises, Flashlight, Lighter, Motion Sensor, Power Cell, 10 Ration Pouches, Sleeping Bag.

PIGMENT (₰5)

Pigment is a colored suspension used to write, paint, or draw. A 1-ounce bottle provides enough substance to write about 500 pages, or create 5 paintings.

POWER CELL (₰100)

Power Cells are compact energy storage devices compatible with a wide spectrum of equipment. A standard Power Cell can't be recharged. A Power Cell is empty when first crafted and can be charged to full once by connecting it to a power supply for 24 hours.

Energy Weapons. A Power Cell powers a Ranged weapon that uses it for ammunition or a Melee weapon with the Powered property. A weapon's Reload property lists how many shots or attacks a cell can power.

Powered Devices. The description of a piece of equipment that requires a Power Cell to operate notes how long the cell can power it. You can exchange a Power Cell in a device as an action or a Bonus Action.

POWER CELL, RECHARGEABLE (₰3,000)

Rechargeable Power Cells are more advanced, and more expensive, reusable Power Cells. When depleted, you can recharge a Rechargeable Power Cell by connecting it to a power supply for 8 hours. These cells are fully charged when purchased new and are empty when first crafted.

VARIANT: POWER CELL CHARGES

The rules for weapons with the Reload property take a simplified approach and tell you how many shots you can fire with the weapon with a full Power Cell before the cell needs to be replaced. If you want a more complex look at Power Cells, a cell has 50 charges when fully charged. Each shot with a weapon depletes a number of charges equal to 50 divided by the number of shots in the weapon's Reload property. For example, a Laser Rife (10 shots per Power Cell) expends 5 charges from its cell with every shot.

The same holds true for gear that uses Power Cells to function. To determine the cost in charges to run the item, divide 50 by the operation time listed in the item's description. For example, a Flashlight runs for 10 hours on a full Power Cell, and so consumes 5 charges per hour.

PRIMAL FOCUS (VARIES)

A Primal Focus takes one of the forms in the Primal Focuses table and is carved, chiseled, or painted to channel primal magic. A Primalist or Tracer can use such an object as a Spellcasting Focus.

PRIMAL FOCUSES

FOCUS	WEIGHT	COST
Bone Token	—	₰250
Geode	3 lb.	₰1,250
Pure Element Sample	—	₰2,500

PRY BAR (₰100)

Using a Pry Bar gives you Advantage on Strength checks where the Pry Bar's leverage can be applied.

RATION POUCH (₰25)

Ration Pouches consist of travel-ready food, including dried meat and fruit, dense bread, nuts, and shelf stable pouches or hard containers. See "Malnutrition" in the *D&D Beyond Basic Rules* for the risks of not eating.

REPAIR PARTS (VARIES)

Repair Parts are spare components comprised of metal, plastics, and similar materials used to repair vehicles (see "Repairs" in the Vehicles section). After a successful ability check to make the repairs, you expend the parts and restore Hit Points to the vehicle determined by the quality of the parts.

REPAIR PARTS

QUALITY	HP REGAINED	COST
Standard	2d6 + 2	₰500
Good	4d6 + 4	₰1,000
Superior	8d6 + 8	₰2,500
Supreme	10d6 + 10	₰7,500

RUCKSACK (₰100)

A Rucksack is a backpack that holds up to 30 pounds within 1 cubic foot. It can also serve as a saddlebag for a mount, or for a motorcycle or similar vehicle.

SCANNER (₰1,500)

A Scanner is a handheld device that detects a variety of signals, energy, and materials with a range of 200 feet. Using the Scanner as part of the Search or Study action grants Advantage on the roll to detect hazardous conditions, discern the presence or nature of creatures, detect signals or transmissions, or discern the composition of materials.

If you use the Scanner on a creature you can see within 5 feet of you, you have Advantage on ability checks made to detect hidden objects on the creature's person.

SHELTER TENT (₰150)

A Shelter Tent is waterproof and sleeps two Small or four Medium creatures.

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SIGNAL JAMMER (₼10,000)

A Signal Jammer is a device that generates an interference field that blocks communication, sensor, and data transmissions. You can activate or deactivate it as a Utilize action. While activated, it creates a 100-foot-radius Sphere. Communicators, Scanners, and planetary vehicle sensors don't function within the Sphere. Starship sensors are far more powerful, and function in the jammed area if the sensor operator succeeds on a DC 15 vehicle Wisdom check.

SILENCER (₼1,500)

A Silencer is a device that dissipates escaping propellant gases when fitted to the muzzle of a Ranged weapon that fires Bullets and has a damage die of 1d8 or smaller. You can attach or remove a Silencer with a Utilize action. A listener within 30 feet of a silenced gunshot hears the muffled shot with a successful DC 15 Wisdom (Perception) check.

SLEEPING BAG (₼50)

A Sleeping Bag sleeps one Small or Medium creature. While in a Sleeping Bag, you automatically succeed on saving throws against extreme cold (see the *D&D Beyond Basic Rules*).

SPADE (₼10)

Working for 1 hour, you can use a Spade to dig a hole that is 5 feet on each side in soil or similar material.

SPELL CHIP (SPELL SCROLL; CANTRIP, ₼300; LEVEL ₼1,500)

A *Spell Chip* is a hypertech version of a *Spell Scroll*. A *Spell Chip* (Cantrip) or *Spell Chip* (Level 1) is a magic item that bears the words of a cantrip or level 1 spell, respectively, determined by the chip's creator. If the spell is on your class's spell list, you can read the spell stored on the chip (a simple reader is included, or the chip can be inserted in a computer or Datapad) and cast the spell using its normal casting time and without providing any Material components.

If the spell requires a saving throw or an attack roll, the spell save DC is 13, and the attack bonus is +5. The chip (and its included reader if any) disintegrates when the casting is completed.

SPRING TRAP (₼250)

A Spring Trap is a spring-loaded, toothed steel ring that snaps shut when a creature steps on the pressure plate in the center. As a Utilize action, you can set the trap. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 Piercing damage and its Speed reduced to 0 until the start of its next turn. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet). A creature can use its action to make a DC 13 Strength (Athletics) check, freeing itself or another creature within its reach on a success. Each failed check deals 1 Piercing damage to the trapped creature.

STATIONERY (₼30)

Stationery is high-quality paper often used for official written communication. It comes in packs of 10 sheets. One sheet of Stationery can hold about 250 handwritten words, or 500 printed words.

STEEL BEARINGS (₼50)

As a Utilize action, you can spill Steel Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 10 Dexterity saving throw or have the Prone condition. It takes 10 minutes to recover the Steel Bearings.

STEEL CHAIN (₼250)

A 10-foot length of steel links. As a Utilize action, you can wrap a Steel Chain around an unwilling creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Strength (Athletics) check. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the chain requires the creature to make a successful DC 18 Dexterity (Acrobatics) check as an action. Bursting the Steel Chain requires a successful DC 25 Strength (Athletics) check as an action.

STORAGE DRUM (₼50)

A Storage Drum is a sturdy metal or plastic cylinder that holds up to 40 gallons of liquid or up to 4 cubic feet of dry goods.

SURVIVOR'S PACK (₼4,375)

A Survivor's Pack contains the following items: Rucksack, Breath Mask, Canteen, Enviro Suit, Flashlight, 3 Gas Canisters, Lighter, 2 Power Cells, 10 Ration Pouches, Scanner, Shelter Tent, Synth Line, Thermal Blanket.

SYNTH LINE (₼50)

A 50-foot length of synthetic fiber rope. As a Utilize action, you can tie a knot with Synth Line if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Synth Line can be burst with a successful DC 20 Strength (Athletics) check as an action.

You can bind an unwilling creature with the Synth Line only if the creature has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Synth Line requires the creature to make a successful DC 15 Dexterity (Athletics) check as an action.

TECHNICIAN'S PACK (₼880)

A Technician's Pack contains the following items: Rucksack, Cord, Datapad (technical schematic), Flashlight, Lighter, Link Cable, 2 Power Cells, Pry Bar, 5 Ration Pouches, Synth Line, Thermal Blanket.

THERMAL BLANKET (₼5)

A waterproof, reflective blanket also useful as a drop cloth or tarp. While wrapped in a Thermal Blanket, you have Advantage on saving throws against extreme cold (see the *D&D Beyond Basic Rules*).

TOXIN, SIMPLE (₼5,000)

As a Bonus Action, you can use a vial of Simple Toxin to coat one weapon or up to three Bullets. A creature that takes Piercing or Slashing damage from the poisoned weapon or ammunition takes an extra 1d4 Poison damage. Once applied, the toxin retains potency for 1 minute or until its damage is dealt, whichever comes first.

THERMASENE (₰2,500)

When you take the Attack action, you can replace one of your attacks with throwing a flask of Thermasene. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 1d4 Fire damage and start burning (see the *D&D Beyond Basic Rules*).

TRACKER (₰500)

A Tracker is a Tiny object small enough to conceal in a palm with a miniature transmitter and adhesive pad. You can affix and activate a Tracker as a Utilize action. Once activated, it transmits its current location on a frequency that can be paired with a Datapad or Communicator. The Tracker has a range of 5 miles and operates for 72 hours of continuous use before needing to recharge.

TRENCH COAT (₰50)

A Trench Coat is a practical or vocational garment. It is waterproof, has many pockets, and can conceal larger carried objects.

UTILITY JUG (₰50)

A Utility Jug is a pressed metal or polymer container that holds 5 gallons of liquid and is resistant to corrosive substances.

VIAL, GLASS (₰2)

A Glass Vial holds 1 ounce of liquid.

LIFESTYLE EXPENSES

Lifestyle expenses summarize the cost of living in the Stardust Rhapsody. They cover lodging, food, equipment maintenance, comm subscriptions, public transit or personal vehicle (but not starship) fuel costs, and other necessities.

At the start of each month, choose a lifestyle below—Squalid, Poor, Modest, Comfortable, Wealthy, Corporate, or Aristocratic—and pay the price to sustain that lifestyle.

SQUALID (FREE)

You survive via chance and charity, public services, or barely sufficient minimal spending. You are often exposed to unhealthy conditions or opportunistic criminals.

POOR (₰300 PER MONTH)

You spend frugally for your necessities.

MODEST (₰1,500 PER MONTH)

You support yourself at an average level.

COMFORTABLE (₰3,000 PER MONTH)

You spend modestly for your necessities and enjoy a few luxuries.

WEALTHY (₰6,000 PER MONTH)

You're accustomed to the finer things in life and might have servants or assistants.

CORPORATE (₰15,000 PER MONTH)

You let few luxuries and fewer amenities pass you by, paying handsomely for preferential treatment and high-quality circumstance.

ARISTOCRATIC (₰30,000 PER MONTH)

You pay for the best the galaxy has to offer and might have a staff that supports your lifestyle. Others notice your wealth and might encourage you to share it, either legally or otherwise.

FOOD, DRINK, AND LODGING

The Food, Drink, and Lodging table gives prices for food and a single night's lodging. Prices for daily lodging and meals are included in your lifestyle's expenses.

FOOD, DRINK, AND LODGING

ITEM	COST	ITEM	COST
Beer (bottle)	₰3	▶ *MEAL*	
Pizza (slice)	₰2	Poor	₰2
Burger	₰2	Modest	₰5
▶ *HOTEL STAY PER DAY*		Comfortable	₰10
Poor	₰40	Wealthy	₰50
Modest	₰60	Corporate	₰150
Comfortable	₰80	Aristocratic	₰300
Wealthy	₰150	▶ *WINE OR SPIRITS (BOTTLE)*	
Corporate	₰250	Cheap	₰10
Aristocratic	₰500	Top Shelf	₰500

TRAVEL

Booking passage on commercial or privately owned starships is a staple of modern travel in the Stardust Rhapsody. The Travel table shows prices of a one-way trip to various destinations by different means.

Starship Steerage. Booking passage on a freighter or other privately owned ship already going to your destination with minimal accommodations.

Commercial Transport. A ticket on a commercial liner traveling to the destination with modest to comfortable accommodations. A local region transport is a taxi speeder.

Charter Starship. Hiring a private starship to take you to your desired destination. Accommodations are on par or slightly less than those on a commercial transport.

TRAVEL

DESTINATION	STARSHIP STEERAGE	COMMERCIAL TRANSPORT	CHARTER STARSHIP
Local Region	—	₰10	—
Same Planet	₰100	₰250	₰500
Same Sector	₰250	₰500	₰1,000
Same Quadrant	₰500	₰1,000	₰2,000
Different Quadrant	₰1,000	₰2,000	₰4,000

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SPELLS

This section presents new spells for Neon Odyssey. Some of these spells are replacements for standard spells that are otherwise not thematically appropriate for the space opera setting.

HYPERTECH SPELLCASTING

Many spellcasters in Neon Odyssey work their magic through hypertech rather than traditional magical or spellcraft trappings, using advanced but magical-at-its-core science and technology, tools, and gadgets. Any spellcaster can be a hypertech caster—make that decision for your character when you create it or when it gains a level in a class that grants it the ability to cast spells.

Hypertech spellcasters use Hypertech Component Packs (see the Equipment section) for their Material components, and all of their spells have an *M* component and lack a *V* component. They must have a Hypertech Component Pack or the specific Material component for a spell to cast it. Describe and rename your spells to showcase their scientific or technological origin. For example, *Fireball* might instead be *Thermal Detonator* for a hypertech spellcaster. The spell's function is otherwise unchanged.

ETHEREAL VERSUS OVERTONE

When using standard D&D game features, anything that references or interfaces with the Ethereal Plane or Border Ethereal instead interfaces with the Overtone in Neon Odyssey. Mechanically speaking, the two work identically.

For example, a Gridrunner casting *Blink* vanishes into the Overtone, where they can see 60 feet into the Material Plane, but can't affect, be affected by, or be seen by anything on the Material Plane unless some game feature says otherwise, such as the *See Invisibility* spell or a *Wall of Force*.

SPELL DESCRIPTIONS

New spells are presented in alphabetical order.

ACCELERATE FALL

Level 1 Transmutation (Esper, Gridrunner, Machinist)

Casting Time: Reaction, which you take when you or a creature you can see within 60 feet of you falls
Range: 60 feet
Components: V, S
Duration: 1 minute

Choose up to five falling creatures within range. A target's rate of descent doubles until the spell ends. If a target lands before the spell ends, it takes double damage from the fall, and the spell ends for it.

Using a Higher-Level Spell Slot. If you cast this spell using a level 5+ spell slot, its range increases to 20 miles, it can target vehicles in addition to creatures, and the duration increases to 10 minutes.

ANCHORING SMITE

Level 3 Evocation (Enforcer)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Target hit by the strike takes 3d8 Force damage and is wrapped in magical tethers that bind its limbs and gag its mouth. For the duration, the target has the Restrained condition. While Restrained in this way, it can't speak. At the end of each of its turns, the target can make a Strength saving throw, breaking free and ending the spell on a success.

Using a Higher-Level Spell Slot. The extra damage increases by 1d8 for each spell slot level above 3.

ARMOR OF SECRETS

Level 1 Abjuration (Cryptist)

Casting Time: Bonus Action
Range: Self
Components: V, S, M (a shard of black glass)
Duration: 1 hour

A shroud of shadowy whispers settles over you. You gain 5 Temporary Hit Points. If a creature hits you with a melee attack roll before the spell ends, the creature takes 5 Psychic damage. The spell ends early if you have no Temporary Hit Points.

Using a Higher-Level Spell Slot. The Temporary Hit points and the Psychic damage both increase by 5 for each spell slot level above 1.

AURA OF AETHER

Level 4 Abjuration (Enforcer, Oracle)

Casting Time: Action
Range: Self
Components: V
Duration: Concentration, up to 10 minutes

An aura radiates from you in a 30-foot Emanation for the duration. While in the aura, you and your allies have Resistance to Poison damage and Advantage on saving throws against the Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, or Stunned conditions.

If a creature within the aura forces a creature affected by the aura to make a saving throw against any of the above conditions, you can take a Reaction to end the spell early. If you do, the triggering creature must make a Strength saving throw. On a failure, it takes 5d10 Radiant damage and is pushed straight away from you to the nearest space outside the Emanation. On a success, it takes half as much damage only.

AURA OF HARMONY

Level 3 Abjuration (Enforcer, Primalist, Oracle)

Casting Time: Action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

An aura radiates from you in a 10-foot Emanation for the duration. When you create the aura and at the start of each of your turns while it persists, you can restore 1d6 Hit Points to up to two creatures of your choice in it.

Using a Higher-Level Spell Slot. The healing increases by 1d6 for each spell slot level above 3.

AUTONOMOUS ASSISTANT

Level 1 Conjuration (Gridrunner)

Casting Time: 1 hour or Ritual
Range: 10 feet
Components: V, S, M (computer chips worth ₰500+, which the spell consumes)
Duration: Instantaneous

You gain the service of a special assistant, a digital spirit that appears in an unoccupied space within range and uses the **Autonomous Assistant** stat block. If you already have an assistant from this spell, the assistant is replaced by the new one. You determine the assistant's appearance, such as a hardlight digital mascot or a robot helper.

Telepathic Connection. While your assistant is within 100 feet of you, you can communicate with it telepathically.

AUTONOMOUS ASSISTANT

Tiny Construct, Neutral

AC 12
HP 2 (1d4)
Speed 20 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	4	−3	−3	DEX	14	+2	+2	CON	10	+0	+0
INT	8	−1	−1	WIS	12	+1	+1	CHA	6	−2	−2

Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 11
Languages Telepathy 100 ft. (works only with you)
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Limited Playback. The assistant can store up to 10 short phrases, and can speak them in a language you know. As a Magic action while you are within range of the assistant's telepathy, you can change a phrase to a new one.

ACTIONS

Action. The assistant takes an action other than the Attack action.

REACTIONS

Channel Magic. *Trigger:* You cast a spell that has a range of touch while the assistant is within 100 feet of you. *Response:* The assistant delivers the spell through its touch.

Additionally, as a Bonus Action, you can see through the assistant's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has.

Combat. The assistant is an ally to you and your allies. It rolls its own Initiative and acts on its own turn. An assistant can't attack, but it can take other actions as normal.

Disappearance of the Assistant. When the assistant drops to 0 Hit Points, it disappears. It reappears after you cast this spell again. As a Magic action, you can temporarily dismiss the assistant to a pocket dimension. Alternatively, you can dismiss it forever. As a Magic action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you. Whenever the assistant drops to 0 Hit Points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying.

One Assistant Only. You can't have more than one assistant at a time.

BARBED LURE

Conjuration Cantrip (Primalist, Machinist)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a metal barb)
Duration: Instantaneous

You create a cord of energy ending in a barbed hook that shoots toward a creature of your choice in range. Make a melee spell attack against the target. On a hit, the target takes 1d6 Piercing damage, and if it is Large or smaller, you can pull it up to 10 feet closer to you. If the target is willing, you hit automatically, and you can choose to deal no damage.

Cantrip. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

BEFRIEND

Enchantment Cantrip (Cryptist, Esper, Gridrunner, Icon)

Casting Time: Action
Range: 10 feet
Components: S, M (some makeup)
Duration: Concentration, up to 1 minute

You create a feeling of trust toward you in one creature you can see within range. The target must succeed on a Wisdom saving throw or you have Advantage on Charisma checks made for the Influence action against the target for the duration. The target succeeds automatically if it has Immunity to the Charmed condition, if you're fighting it, or if you have cast this spell on it within the past 24 hours.

CAGE MATCH

Level 1 Conjuration (Enforcer)

Casting Time: 1 Bonus Action
Range: 30 feet
Components: V, M
Duration: Concentration, up to 1 minute

You create an ephemeral fighting cage that only constrains you and one other creature. One creature you can see within range makes a Wisdom saving throw. On a failed save, the target has Disadvantage on attack rolls against creatures other than you. If it attempts to move to a space more than 30 feet away from

you, it takes 4d10 Force damage that ignores Resistance, its Speed is 0 until the start of its next turn, and the spell ends. The cage doesn't affect any other creature.

The spell also ends if you make an attack roll against a creature other than the target, if you cast a spell on an enemy other than the target, if an ally of yours damages the target, or if you end your turn more than 30 feet away from the target.

CHEM SYNTHESIS

Level 6 Conjuration (Cryptist, Gridrunner)

Casting Time: 1 Action
Range: Touch
Components: V, S, M (reinforced flask worth 500 GN)
Duration: 1 Hour

You create reagents in a chemical flask that you touch, which roil and smoke impressively. The liquid in the flask duplicates the properties of a Common or Uncommon potion of your choice (such as a *Healing Stim*), which you can decant into appropriate containers as a Bonus Action. You can decant a number of these potions equal to your spellcasting ability modifier (minimum of 1). When the last of these potions is decanted, the spell ends.

Alternately, when you haven't decanted any potions yet, you can create a beaker of potent acid. If hurled at a target, each creature within 10 feet of the target must make a Dexterity saving throw, taking, 11d6 Acid damage on a failed save, or half as much damage on a successful one.

Potions decanted from the flask that aren't consumed disappear when you cast this spell again.

CIRCUIT SHOCK

Evocation Cantrip (Esper, Gridrunner, Machinist)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create a temporary circuit with a creature or object within range. Make a ranged spell attack. On a hit, the target takes 1d8 Lightning damage. If you roll an 8 on a damage die for this spell, the shock jumps to another target you can see within 15 feet of the first. Make a new attack roll against the second target. If you hit, this new damage roll can't cause another jump.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

CONCUSSIVE WAVE

Level 5 Evocation (Enforcer)

Casting Time: Action
Range: Self
Components: V
Duration: Instantaneous

You emit a burst of bright and loud energy in a 30-foot Emanation. Each creature you choose in the Emanation makes a Constitution saving throw. On a failed save, a target takes 2d6 Thunder damage and 3d6 Radiant or Lightning damage (your choice) and has the Stunned condition. A target can choose not to be Stunned, in which case it takes an extra 21 Thunder damage that bypasses Resistance or Immunity. On a successful save, a target takes half as much damage only.

CONSTRUCT COMPANION

Level 2 Conjuration (Machinist)

Casting Time: 1 hour or Ritual
Range: 10 feet
Components: V, S, M (computer parts worth ₰5,000+)
Duration: Instantaneous

You create a special Construct in an unoccupied space within range. This creature uses the **Construct Companion** stat block. If you already have a companion from this spell, the companion is replaced by the new one. You determine the companion's appearance, such as a hovering drone, a miniature android, or a wheeled or tracked task bot.

Combat. The companion is an ally to you and your allies. In combat, it shares your Initiative count, but takes its turn immediately after yours. It obeys your commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

CONSTRUCT COMPANION

Tiny Construct, Neutral

AC 13
HP 5 + 5 per spell level (the companion has a number of Hit Dice [d4s] equal to the spell's level)
Speed 20 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	4	−3	−3	DEX	15	+2	+2	CON	12	+1	+1
INT	10	+0	+0	WIS	10	+0	+0	CHA	7	−2	−2

Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Telepathy 1 mile (works only with you)
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Creator Bond. Add the spell's level to any ability check or saving throw the companion makes.

Evasion. If the companion is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the companion takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it has the Incapacitated condition.

ACTIONS

Arc Jolt. *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 30 ft. *Hit:* 1d8 + 2 plus the spell's level Lightning damage.

REACTIONS

Channel Magic. *Trigger:* You cast a spell that has a range of touch while the companion is within 120 feet of you. *Response:* The companion delivers the spell through its touch.

CULLING

Necromancy Cantrip (Cryptist, Gridrunner, Oracle)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Swirling negative energy surrounds one creature you can see within range and weakens its life force. The target must succeed on a Wisdom saving throw or take 1d10 Necrotic damage. If the target is Bloodied, it has Disadvantage on the save.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

COSMIC NOVA

Evocation Cantrip (Oracle)

Casting Time: Action
Range: 30 feet
Components: V
Duration: Instantaneous

You speak a word of power and energy bursts from you in a 5-foot Emanation. Each creature in the area must succeed on a Constitution saving throw or take 1d4 Force damage and be pushed 5 feet straight away from you.

Cantrip Upgrade. The damage and distance increases by 1d4 and 5 feet when you reach levels 5 (2d4 and 10 feet), 11 (3d4 and 15 feet), and 17 (4d4 and 20 feet).

DEBILITATING SMITE

Level 4 Transmutation (Enforcer)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Components: V
Duration: Instantaneous

The target takes an extra 3d10 Thunder damage from the attack, and the target must succeed on a Constitution saving throw or be pushed up to 10 feet away and have the Incapacitated condition until the end of your next turn.

Using a Higher-Level Spell Slot. The extra damage increases by 1d10 for each spell slot level above 4.

DEBUG

Transmutation Cantrip (Gridrunner, Machinist)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a creature or an electronic device and create one of the following effects.

Diagnostic. You learn what conditions and other nonmagical harmful effects are affecting the creature you are touching.

Enhance. You cause the device to magnify and improve the quality of one image or video frame stored on or displayed by a device. Ability checks made for the Search or Study actions using the image before the start of your next turn have Advantage.

Repair Software. You repair a minor error, corruption, or fault in the device's software, such as a damaged file or broken link. The DC of ability checks to use the device or program is reduced by 1 for 1 minute. You can't use this effect on the same target again until you finish a Long Rest.

DEFLECTION

Abjuration Cantrip (Cryptist, Esper, Gridrunner, Icon)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Whenever a creature makes an attack roll against you before the spell ends, roll 1d4 and add it to your AC against that attack.

DIGITIZE KNOWLEDGE

Level 1 Enchantment (Gridrunner)

Casting Time: Action
Range: Self
Components: S
Duration: 10 minutes

Choose one skill in which you have proficiency. You create a Data Chip in your hand containing a copy of your knowledge in that skill. A creature with an Intelligence score of 4 or higher that is holding the chip can take the Utilize action to absorb the skill knowledge, granting them proficiency in the skill for the duration. The storage device vanishes after being used or when you cast the spell again, whichever occurs first.

Using a Higher-Level Spell Slot. The spell's duration increases with a spell slot of level 2 (1 hour), 3-4 (8 hours), or 5+ (24 hours).

DIMNESS

Evocation Cantrip (Cryptist, Esper, Gridrunner, Oracle)

Casting Time: Action
Range: Self
Components: S
Duration: 1 minute

You shed dimness in a 40-foot Emanation for the duration. In this area, Bright Light and Darkness become Dim Light.

DISRUPTION

Transmutation Cantrip (Gridrunner, Machinist)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You target a creature or nonmagical object and rip it apart on the molecular level. Make a ranged spell attack. On a hit, the target takes 1d8 Force damage, and its AC is reduced by 1 against the next attack roll made against it before the end of your next turn.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

ELEMENTAL WRATH

Level 3 Evocation (Esper, Primalist)

Casting Time: Action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure elemental fury into a 20-foot-radius Sphere, centered on a point within range. The Sphere is Difficult Terrain. When you cast the spell, choose one of the damage types below. Any creature that starts its turn in the Sphere or enters the Sphere for the first time during a turn must succeed on a Dexterity saving throw or take 2d8 damage of that type and be subject to the associated effect. On a successful save, the target takes half as much damage only.

ACID. The target takes an extra 2d8 Acid damage and its Speed is halved until the start of its next turn.
COLD. The target takes an extra 1d8 Cold damage and has Disadvantage on D20 Tests until the start of its next turn.
FIRE. The target starts burning. It takes 1d10 Fire damage from burning in this way.
LIGHTNING. The target has the Incapacitated condition until the start of its next turn.
THUNDER. The target takes an extra 1d8 Thunder damage and has the Prone condition.

ENERGIZED WEAPON

Level 3 Transmutation (Enforcer, Machinist, Primalist, Tracer)

Casting Time: Bonus Action
Range: Touch
Components: V, S
Duration: 1 hour

A weapon you touch becomes energized. Choose one of the following damage types: Acid, Cold, Fire, Lightning, Radiant, or Thunder. For the duration, the weapon deals an extra 1d6 damage of the chosen type when it hits.

Once before the spell ends, when a creature makes an attack with the weapon during its turn, it can give itself Advantage on the attack roll. That attack deals an extra 2d6 damage of the chosen type on a hit.

EYES OF THE VOID

Level 3 Transmutation (Cryptist, Esper, Gridrunner)

Casting Time: Action
Range: Touch
Components: V, S
Duration: 1 hour

For the duration, a willing creature you touch can see normally in Dim Light and Darkness, both magical and nonmagical, within 90 feet of itself.

FIREWALL

Level 3 Abjuration (Gridrunner)

Casting Time: 8 hours
Range: Touch
Components: V, S, M (electronic components worth 15,000+ GN, which the spell consumes)
Duration: Until Dispelled

You touch a point and deploy a security field. The area can have a radius up to 20 feet, and the spell fails if the radius includes an area already under the effect of *Firewall*. The affected area has the following effects.

Access Control. Choose one creature type. Creatures of the chosen type can't willingly enter the area, and any creature that is possessed by or that has the Charmed or Poisoned condition from such creature isn't possessed, Charmed, or Poisoned by them while in the area.

Extra Effect. You bind an extra effect to the area from the list below:

ADAPTIVE ENCRYPTION. Creatures of the chosen type have Disadvantage on ability checks using Intelligence, Wisdom, or Charisma while in the area or against targets in the area.
ANTIVIRUS. Creatures of the chosen type can't gain the Poisoned condition while in the area.
DEVICE LOCKOUT. Power Cells and powered devices carried or used by creatures of the chosen type don't function.
PORT CLOSURE. Creatures of any types you choose can't enter or exit the area using teleportation or interplanar travel.
RESISTANCE. Creatures of the chosen type have Resistance to one of the following damage types: Fire, Lightning, Poison, Psychic.
SIGNAL JAMMER. Nonmagical sensors and communication devices don't function within, or into the area.
SYSTEM HARDENING. The DC of any Intelligence (Computers) check made in the area or against a computer system in the area can't be lower than your spell save DC.

FOCUS ZONE

Level 5 Abjuration (Enforcer, Gridrunner, Machinist, Oracle)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

An aura radiates from you in a 20-foot Emanation for the duration. While in the aura, you and your allies have Advantage on saving throws against spells and other magical effects, and on Constitution saving throws made to maintain Concentration.

FOLD SPACE

Level 6 Conjuration (Cryptist, Esper, Gridrunner)

Casting Time: Action
Range: 500 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You fold space, connecting two points via portals. Choose two Large, unoccupied spaces, one you can see within range and other one within 10 feet of you. You can target a space you can see through a camera, picture, or magical scrying, that is immediately above a surface or liquid that can support creatures. A circular portal opens in each of those spaces and remains for the duration. The portals are vertical, two-dimensional glowing rings filled with distortion or static that blocks sight. They hover in the space.

A portal is open on only one side (you choose which). Anything entering the open side of a portal exits from the

open side of the other portal as if the two were adjacent to each other. As a Bonus Action, you can change the facing of the open sides.

Using a Higher-Level Spell Slot. If you use a level 7 spell slot, its range increases to 500 miles. If you use a level 8 spell slot, the range includes anywhere on the planet. If you use a level 9 spell slot, the size of the portal becomes Huge, and the range becomes anywhere on the plane of existence.

FORCEFUL MAJESTY

Level 5 Enchantment (Gridrunner, Icon)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

An aura of overwhelming presence surrounds you in a 10-foot Emanation. Whenever a creature enters the area or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 4d6 Psychic damage, can't move closer to you, and can't target you with attacks, spells, or other harmful effects. On a success, the creature takes half as much damage only.

G-FORCE CRUSH

Level 3 Evocation (Esper, Gridrunner)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a tungsten shard)
Duration: Instantaneous

Gravity increases dramatically for a moment in a 30-foot Cube within range. Each creature in the area makes a Strength saving throw. On a failed save, the creature takes 6d8 Force damage and has the Prone condition. On a successful save, the creature takes half as much damage only.

GENE SPLICING

Level 2 Transmutation (Esper, Gridrunner, Machinist, Primalist, Tracer)

Casting Time: Action
Range: Self
Components: V, S
Duration: 4 hours

You cause a physical adaptation in your body, gaining traits of alien creatures. Choose one of the following options. The chosen option lasts for the duration, unless you take a Magic action to choose a new option to replace it. When the new option takes effect, you take 1d10 Necrotic damage from the transformative strain.

Amphibious. You grow gills or gas exchange membranes on your skin, and webs between your digits. You can breathe water, and you have a Swim Speed equal to your Speed.

Cosmetic Replication. You change your appearance, including your height, weight, facial features, voice, hair length, skin and hair color, and other distinguishing features. You can take on the appearance of a different species, though your game statistics don't change. You can't change your size, and your body must keep the same arrangement of limbs. If you take the Magic action to change your chosen option, you can change your appearance without taking Necrotic damage.

Natural Weapons. You grow claws, a fanged snout or insectile mandibles, blunt horns, or some other natural weapon. You can use these weapons to make Unarmed Strikes. The GM decides if the strike can use the Grapple option. On a hit, the strike deals damage equal to 1d6 plus your Strength modifier of a type appropriate to the weapon's form (Bludgeoning, Piercing, or Slashing) instead of the normal damage of an Unarmed Strike. You can use your spellcasting ability modifier for the attack and damage rolls instead of Strength.

Traversal Adaptation. You grow broad scooping paws or fine gripping cilia on your hands. You gain a Burrow Speed equal to half your Speed, or a Climb Speed equal to your Speed.

Using a Higher-Level Spell Slot. The duration increases to 8 hours with a level 3+ spell slot.

GLITCH

Level 3 Conjuration (Cryptist, Esper, Gridrunner)

Casting Time: Reaction, which you take when you are targeted by an attack roll
Range: Self
Components: S
Duration: Instantaneous

Reality glitches around you, causing you to teleport up to 30 feet to an unoccupied space you can see. If the triggering attack roll hits you, you take half damage from that attack and have Advantage on any saving throws caused by that attack.

GRAVITON WAVE

Level 5 Evocation (Esper, Gridrunner)

Casting Time: Action
Range: Self (60-foot Cone)
Components: V, S
Duration: 1 minute

You create a powerful gravity wave in a 60-foot Cone. Each creature in that area makes a Constitution saving throw. On a failed save, a target takes 10d6 Force damage and is pushed or pulled 20 feet toward or away from you (your choice). On a successful save, the target takes half damage only and the spell ends on it. For 1 minute, at the start of a target's turn it must repeat the saving throw. On a failure, it is pushed 10 feet toward or away from you, as you initially selected. On a success, the spell ends on that target.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 5.

GRAVITY SHACKLE

Level 1 Transmutation (Esper, Gridrunner)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: 1 minute

You bind a creature you can see within range in crushing bands of gravity. The target makes a Strength saving throw. On a failed save, the target takes 1d10 Force damage, and its speed is halved for the duration. On a successful save, the target takes half damage only, and the spell ends.

For the duration, the target makes a Strength saving throw at the end of each of its turns. On a failed save, it takes the Force damage again. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 1.

GRAVITY WELL

Level 3 Evocation (Enforcer)

Casting Time: Action
Range: Self
Components: V, S
Duration: 1 minute, Concentration

An aura of overwhelming gravity radiates from you in a 30-foot Emanation. While in the aura, you and your allies deal an extra 1d4 Force damage when hitting with a weapon or an Unarmed Strike. Instead of dealing the extra damage, the attacking character can choose to push the target 5 feet away from them, or pull the target 5 feet towards them.

GRID STORM

Level 5 Evocation (Cryptist, Gridrunner)

Casting Time: 1 Action
Range: 90 feet
Components: V, S, M (a small magnet)
Duration: Concentration, up to 1 minute

You cause an electrical storm that disrupts access to the Hypergrid in a 20-foot Cube centered on a point you can see within range. While in this area, creatures have the Blinded and Deafened conditions and have Disadvantage on Constitution saving throws made to maintain Concentration. Additionally, Power Cells and powered equipment don't function in this area.

When the storm appears, each creature in it makes a Dexterity saving throw, taking 2d8 Force damage and 2d8 Lightning damage on a failed save or half as much damage on a successful one. A creature also makes this save when it enters the spell's area for the first time on a turn or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The Force and Lightning damage increase by 1d8 for each spell slot level above 5.

HAIR TRIGGER

Level 5 Conjuration (Tracer)

Casting Time: Bonus Action
Range: Self
Components: V, S, M (a piece of ammunition worth at least ₫1)
Duration: Concentration, up to 1 minute

When you cast this spell and as a Bonus Action during its duration, you can make one attack with a weapon that uses ammunition. If this attack hits, it deals an additional 2d10 Force damage. The spell provides the ammunition for the weapon. Ammunition created by the spell vanishes immediately after it hits or misses.

HARDLIGHT STRIKES

Level 5 Conjuration (Gridrunner, Tracer)

Casting Time: Action
Range: 30 feet
Components: S, M (a shard of glass)
Duration: Instantaneous

Chose up to five creatures you can see within range. A holographic copy of yourself appears within 5 feet of each of them, attacks, then vanishes. Make a melee spell attack against each target. On a hit, a target takes 5d12 Radiant damage.

You then teleport to an unoccupied space you can see within 5 feet of one of the targets. That target has Disadvantage on attack rolls until the start of your next turn.

HARMONIC BOND

Level 2 Abjuration (Enforcer, Icon, Oracle, Primalist)

Casting Time: Bonus Action
Range: Touch
Components: V, S
Duration: 1 minute

You touch another creature that is willing, creating a harmonic connection between you and the target. When the target is hit by an attack roll while within 60 feet of you, you can take a Reaction to end this spell. If you do, the target takes half damage from the attack, you teleport to an unoccupied space within 10 feet of the target, and you can make a melee attack against the attacker if it is within reach.

The spell ends early if you cast this spell again.

HITSCAN ENHANCEMENT

Level 3 Transmutation (Cryptist, Gridrunner, Icon, Machinist)

Casting Time: Bonus Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a weapon and accelerate its next projectile. Until the spell ends, the next time that weapon is used to make a ranged attack roll, add +10 to the attack and damage rolls for that attack.

HORRIFIC DEMISE

Level 1 Illusion (Cryptist, Esper)

Casting Time: Reaction, which you take when you see a creature reduced to 0 Hit Points within 30 feet of yourself
Range: 30 feet
Components: V, S
Duration: 1 minute

One creature that you can see within range is momentarily horrified by the takedown. It must succeed on a Wisdom saving throw or have the Frightened condition for the duration. It repeats the save at the end of each of its turns, ending the spell on itself on a success.

HUNGERING VOID

Level 3 Conjuration (Cryptist)

Casting Time: Action
Range: 150 feet
Components: V, S, M (powdered fish scale)
Duration: Concentration, up to 1 minute

You tear open a rift to the Abyssal Void, a place of hunger, darkness, and shattered minds. A 20-foot-radius Sphere of Darkness appears, centered on a point within range and lasting for the duration. The Sphere is Difficult Terrain, and is filled with muffled sounds of deep thrumming and strange cajoling, which are audible up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within it have the Blinded condition.

Any creature that starts its turn in the area takes 2d6 Cold damage. Any creature that ends its turn in there must succeed on a Intelligence saving throw or take 2d6 Psychic damage from otherworldly sibilance.

Using a Highter-Level Spell Slot. The Cold or Psychic damage (your choice) increases by 1d6 for each spell slot level above 3.

INDIRECT FIRE

Level 5 Conjuration (Tracer)

Casting Time: Action
Range: 150 feet
Components: V, S, M (a scope or gun sight)
Duration: Instantaneous

A red targeting circle briefly appears on the ground beneath a point you choose within range. A cascade of digitized arrows, bullets, or artillery shells rains down, then disappears. Each creature in a 40-foot-radius, 40-foot-high Cylinder centered on that point makes a Dexterity saving throw. On a failed save, a target takes 10d6 Force damage and the next attack roll made against it before the end of your next turn has Advantage. On a successful save it takes half as much damage only.

INVENTORY

Level 2 Conjuration (Esper, Gridrunner, Icon, Tracer)

Casting Time: Action
Range: Self
Components: V, S
Duration: 10 minutes

You open a digital interface that only you can see, showing a personal inventory of items stored in an extradimensional space. For the duration of the spell, you can store and retrieve objects from this extradimensional space with a Bonus Action. When you retrieve an item, it appears in your hand or the closest unoccupied space to you.

The extra dimensional space can hold up to 10 items whose total weight does not exceed 500 pounds, or a total volume of 64 cubic feet. The inventory is persistent between castings of this spell. If you die, the inventory collapses and any stored items appear in the closest unoccupied spaces to you.

KINETIC PROPULSION

Evocation Cantrip (Esper, Gridrunner, Machinist)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You lash out with kinetic force at a creature or object within range, using one of the following options.

Kinetic Lash. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Force damage.

Propel. You propel one object within range weighing up to 5 pounds that isn't being worn or carried, or you throw the object with great force. Make a ranged spell attack against a creature or object within 90 feet of the object. On a hit, the target takes 1d10 Bludgeoning, Piercing, or Slashing damage, as appropriate to the object thrown. If you're just throwing the object to move it, you propel it up to 90 feet in a direction of your choice. Fragile objects are destroyed on landing.

Cantrip Upgrade. The damage increases by 1d8 Force (Kinetic Lash), or 1d10 damage (Propel), when you reach levels 5 (2d8 or 2d10), 11 (3d8 or 3d10), and 17 (4d8 or 4d10).

LIFE CYCLE

Level 1 Necromancy (Oracle, Primalist, Tracer)

Casting Time: Reaction, which you take when a creature you can see within 30 feet of you drops to 0 Hit Points
Range: 30 feet
Components: V, S, M (a seed)
Duration: Instantaneous

One creature of your choice within 10 feet of the triggering creature makes a Constitution saving throw, taking 2d6 Necrotic damage on a failed save or half as much damage on a successful one. The triggering creature then regains Hit Points equal to half the damage dealt.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

LIGHTNING SHOT

Level 3 Transmutation (Tracer)

Casting Time: 1 Bonus Action, which you take immediately after hitting or missing a target with a ranged attack using a weapon
Range: Self
Components: V, S
Duration: Instantaneous

After your attack hits or misses the target, the weapon or ammunition you're using transforms into an arcing spark of lightning. On a hit, the target takes an extra 2d6 Lightning damage, and it can't take Reactions until the start of its next turn. On a miss, the target takes half as much damage only.

Hit or miss, select up to two additional targets, each of which must be within 10 feet of at least one other target. Each target makes a Dexterity saving throw. On a failed save, the target takes 2d6 Lightning damage and can't take Reactions until the start of its next turn. On a successful save, the target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage for both effects of the spell increases by 1d6 for each spell slot level above 3.

LIMNING STARLIGHT

Level 4 Transmutation (Icon, Primalist)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Your skin reflects the constellations above, even if they aren't visible. Until the spell ends, you have Resistance to Radiant damage, you have Advantage on saving throws against Radiant damage or the Blinded condition, and your melee attacks deal an extra 2d6 Radiant damage.

Immediately after you take damage from a creature you can see within 60 feet of you, you can take a Reaction to force the creature to make a Constitution saving throw. If the damage dealt was Radiant, the creature has Disadvantage on the save. On a failed save, the creature has the Blinded condition until the end of your next turn.

You can't lose Concentration on this spell from taking Radiant damage.

LUMINOUS WIND

Level 4 Evocation (Icon, Oracle, Primalist)

Casting Time: Action
Range: Self
Components: V, S, M (shard of green or purple crystal)
Duration: Instantaneous

A flowing path of vibrant harmonic energy erupts from you in a 30-foot-long, 5-foot-wide Line. Each creature of your choice in that area regains 5d6 Hit Points. All other creatures in the Line make a Constitution saving throw, taking 5d6 Necrotic or Radiant damage (your choice) on a failed save, or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The healing and damage increase by 1d6 for each spell slot level above 4.

MALIGNANT SPRAY

Level 2 Evocation (Cryptist, Esper)

Casting Time: Action
Range: Self
Components: S, M (a bit of lye or battery acid)
Duration: Instantaneous

When you cast the spell, choose the spell's tone: Entropy, Instinct, Progress, or Thrill. You release a corruptive spray from your hand. Each creature in a 30-foot Cone makes a Dexterity saving throw. On a failed save, a target takes 2d8 Acid (Instinct), Cold (Entropy), Lightning (Progress), or Psychic (Thrill) damage plus one of the effects below determined by the spell's tone. On a successful save, the target takes half as much damage and no other effect.

Entropy. The target can't regain Hit Points until the start of your next turn.

Instinct. The target has the Frightened condition until the start of your next turn.

Progress. The target's Speed is reduced to 0 until the start of your next turn.

Thrill. The target has Disadvantage on its next attack roll before the start of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

MEMORY LEAK

Level 1 Enchantment (Cryptist, Gridrunner)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Junk information clouds the mind of a creature you can see within range. The target makes a Wisdom saving throw. On a failed save, it suffers a memory leak for the duration.

While suffering from a memory leak, the target can take one Action, one Bonus Action, one Reaction, or Move on a turn without taking damage. For each subsequent option used on that turn, the target takes 1d6 Psychic damage.

At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

META VITALITY

Level 2 Abjuration (Esper, Gridrunner, Machinist)

Casting Time: Bonus Action
Range: Self
Components: V, S
Duration: Instantaneous

You draw on your inner well of power to purge your body of detrimental effects. You can expend and roll up to two of your Hit Point Dice, and regain a number of Hit Points equal to the roll's total plus your spellcasting ability modifier. For each die you expend, instead of regaining Hit Points, you can end one condition on yourself: Blinded, Deafened, or Poisoned.

Using a Higher-Level Spell Slot. The number of Hit Point Dice you can expend increases by one for each spell slot level above 2. If you cast this spell using a slot of level 5+, you can add these options to the list of effects you can end: Charmed, Petrified, 1 Exhaustion level, one curse, any reduction to one of your Ability scores, or any reduction to your Hit Point maximum.

MINION BINDING

Level 2 Enchantment (Cryptist, Esper, Gridrunner, Icon)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

One creature that you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration.

Shadow obscures the Charmed target's features. Immediately, and at the start of each of your turns for the duration, the target takes its Reaction to do one of the following (your choice each time): Move up to half its Speed toward a creature you mentally choose (it won't knowingly move into a space directly harmful to it, such as off a cliff or into fire), or make one melee attack against a creature you mentally choose. The target repeats the save at the end of each of its turns, ending the spell on itself on a success.

On your later turns, you must take a Magic action to maintain control of the target, or the spell ends.

PERIMETER TRAP

Level 2 Divination (Tracer)

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: 8 Hours

You create a Tiny object that attaches to a surface that you touch and can't be moved thereafter. When a creature enters a space within 30 feet of the object for the first time on a turn or ends its turn there, it rolls a Dexterity saving throw. On a failed save, it takes 2d6 Radiant damage and can't benefit from the Invisible condition until the end of its next turn. On a successful save, the creature takes half as much damage only. The spell ends after the spell deals damage four times.

When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

Using a Higher-Level Spell Slot. The number of times this spell can deal damage increases by two for each spell slot level above 2.

POWER SAG

Level 2 Evocation (Gridrunner, Machinist, Primalist, Tracer)

Casting Time: Action or Ritual
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, energy in powered devices or systems bleeds away in a 20-foot-radius Sphere centered on a point you can see within range. Any creature or object entirely inside the Sphere has Resistance to Lightning damage, and any creature in the Sphere when it appears, or that starts its turn there, must succeed on a Wisdom saving throw or Power Cells and powered devices on the creature's person don't function until the start of the creature's next turn. Magic items that don't rely on power are unaffected.

Powered objects and systems—or components of larger systems—that aren't being worn or carried and are entirely inside the Sphere don't function.

POWER WORD VITALIZE

Level 7 Enchantment (Icon, Oracle)

Casting Time: Action
Range: 60 feet
Components: V
Duration: Instantaneous

You vitalize up to six creatures you can see within range. The spell restores 120 Hit Points, which you divide among the spell's recipients. Any excess above a target's maximum Hit Points is gained as Temporary Hit Points.

PRIMAL BOND

Level 2 Divination (Primalist, Tracer)

Casting Time: Action
Range: Touch
Components: S
Duration: 1 hour

You touch a willing Beast or Monstrosity. For the duration, as a Bonus Action, you can see through the target's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has.

Using a Higher-Level Spell Slot. The duration increases by 1 hour for each spell slot level above 2.

PSYCHIC FEEDBACK SCREEN

Level 2 Enchantment (Cryptist, Esper, Gridrunner)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

An aura radiates from you in a 15-foot Emanation for the duration, affecting you and your allies. When a creature causes one of the following effects it takes 3d8 Psychic damage:

- Deals Psychic damage to an affected creature
- Reads an affected creature's mind
- Gives an affected creature the Charmed or Frightened condition

Using a Higher-Level Spell Slot. The radius of the Emanation increases by 10 feet for each spell slot level above 2.

PSYCHIC NEEDLE

Enchantment Cantrip (Cryptist, Esper, Gridrunner)

Casting Time: Action
Range: 60 feet
Components: V
Duration: 1 round

You drive a point of psychic pain into the mind of a creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 Psychic damage and the next saving throw it makes before the end of your next turn has its DC increased by 1d4.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

PSYCHIC LINK

Level 8 Divination (Esper, Gridrunner)

Casting Time: Action
Range: Unlimited
Components: V, S, M (two shards from the same crystal)
Duration: 24 hours

You establish a psychic connection between yourself and a willing creature with which you are familiar. The creature can be anywhere on the same plane of existence as you. The spell ends if you or the target are no longer on the same plane.

Until the spell ends, you and the target can instantly share words, images, sounds, and other sensory messages with each other through the connection, and the target recognizes you as the creature it is communicating with. The spell enables a creature to understand the meaning of your words and any sensory messages you send to it.

During the spell's duration, you can cast a spell as if you were in the target's space, after which this spell ends immediately.

PSYCHIC STORM

Level 5 Enchantment (Cryptist, Esper, Gridrunner, Icon)

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

A whirling cloud of luminous psychic energy rips out from a point within range. Each creature in a 20-foot-radius Sphere centered on that point makes an Intelligence saving throw, taking 8d6 Psychic damage on a failed save, or half as much damage on a successful one.

On a failed save, a target's mind is shredded for 1 minute. During that time, it has Disadvantage on attack rolls and ability checks, and if it is Concentrating, at the start of each of its turns it must make a Constitution saving throw or lose Concentration. At the end of each of its turns it repeats the Intelligence save, ending the effect on itself on a success.

PSYCHIC SUNDER

Level 6 Enchantment (Cryptist, Esper, Gridrunner)

Casting Time: Action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

You tear at the mental defenses of a creature you can see within range. The target makes an Intelligence saving throw. On a failed save, it takes 5d8 Psychic damage and gains Vulnerability to Psychic damage for the spell's duration. On a successful save, the target takes half damage only. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

RAKING SHOT

Level 3 Conjuration (Tracer)

Casting Time: Action
Range: Self
Components: V, S, M (a Thrown or Ranged weapon worth ₰1+)
Duration: Instantaneous

You brandish the weapon used to cast the spell and conjure a withering crossfire in a 60-foot Cone. Each creature in that area makes a Dexterity saving throw. On a failed save, a target takes 6d6 Force damage and has Disadvantage on attack rolls until the start of your next turn. On a successful save, a target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

REBIRTH

Level 5 Necromancy (Primalist)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (biochemicals worth ₰50,000+ which the spell consumes)
Duration: Instantaneous

You touch a dead creature that is a playable species, or a piece of one. The spell fails if cast on the corpse of a cygnian, dathu, motlien, terminox, or varg. If the creature has been dead for no longer than 10 days, the spell forms a new body for it and calls the soul to enter that body. Roll 1d100 and consult the table below to determine the body's species, or the GM chooses another playable species.

1d100	SPECIES	1d100	SPECIES
1–4	Aetheron	52–53	Oculok ⌀
5–8	Amanite	54–57	Oozoid
9–11	Anitron	58–59	Pakku ⌀
12	Benthos ⌀	60–61	Poggle ⌀
13	Bitling ⌀	62–65	Raizo
14–17	Clawderan	66–68	Rangor
18–19	Flambego ⌀	69–72	Saurian
20–23	Glowblin	73	Skettik ⌀
24–27	Gorgonite	74–77	Solari
28–29	Greeble ⌀	78–82	Stardust Human
30	Isotron ⌀	83–86	Tekal
31	Jenovan ⌀	87–88	Volcar ⌀
32–35	Jozza	89–91	Yaungu
36–39	Laika	92	Yoggoth ⌀
30–41	Marsoom ⌀	93–95	Zamani
42–44	Murexian	96–97	Zephursa ⌀
45	Navili ⌀	98	Zeticulan ⌀
46–48	Nematoan	99–100	Zorbrak
49–51	Nilari		

The reborn creature makes any choices that a species' description offers, and the creature recalls its former life. It retains the capabilities it had in its original form, except it loses the traits of its previous species and gains the traits of its new one.

RELENTLESS RIDE

Level 2 Conjuration (Enforcer)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You summon a cosmic ride that appears in an unoccupied space you can see within range. It takes the form of a **Cruising Bike** or a **Racing Bike** (choose when you cast the spell). If you already have a ride from this spell, it is replaced by the new one.

Combat. The ride functions as a normal vehicle, but only you and creatures you choose can operate it. While you have the Incapacitated condition, if the ride is within 5 feet of you attack rolls that hit you hit the ride instead, and during your turn the ride moves to get as close to you as it can.

Disappearance. The ride disappears if it drops to 0 Hit Points or if you die. When it disappears, it leaves behind anything it was carrying. If you cast this spell again, you decide whether you summon the ride that disappeared or a different one.

Using a Higher-Level Spell Slot. The ride gains 10 Hit Points for each spell slot level above 2. With a level 4+ spell slot, the ride gains a Fly Speed equal to its Speed.

REMOTE TETHER

Level 4 Conjuration (Primalist, Tracer)

Casting Time: Bonus Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a grasping tether anchored to a surface in an unoccupied space that you can see within range. The tether lasts for the duration.

When you cast this spell and as a Bonus Action on your later turns, you can target a willing creature within 30 feet of the tether's anchor point and pull it up to 30 feet towards the point. If the creature is unwilling, make a melee spell attack against it. On a hit, the target takes 5d8 Bludgeoning damage, is pulled up to 30 feet towards the anchor point and becomes tethered. The anchor point can tether only one creature at a time, and you can cause the anchor point to release a tethered creature (no action required).

While tethered, the target's Speed is halved, and it can't willingly move to a space more than 30 feet from the anchor point. A creature can take an action to make a Strength (Athletics) check or Dexterity (Acrobatics) check (DC equal to your spell save DC) to free itself or another tethered creature within 5 feet, breaking the tether connection on a success.

Using a Higher-Level Spell Slot. You can create one additional tether for each spell slot level above 4. You can only direct one tether at a time.

SHIELD OF STARS

Level 2 Evocation (Oracle)

Casting Time: Action
Range: Self
Components: V, S
Duration: 1 minute

You summon 2 starry motes that swirl around you for the duration. You gain a +1 bonus to your AC for each mote that is currently active.

When a creature within 5 feet of you hits you with an attack roll, you can take a Reaction to cause a mote to vanish in a burst of light, dealing 2d4 Radiant damage to the attacker. The spell ends early when all of the motes have disappeared.

Using a Higher-Level Spell Slot. You can create one additional mote for every two spell slot levels above 2.

SHRAPNEL BURST

Level 1 Conjuration (Tracer)

Casting Time: Bonus Action, which you take immediately after hitting a target with a Ranged weapon
Range: Self
Components: V, M (a bundle of conductive wiring)
Duration: Instantaneous

As you hit the target, an electric shock bursts out of your Ranged weapon or ammunition. The target of the attack and each creature within 5 feet of it make a Dexterity saving throw. On a failed save a target takes 2d4 Piercing damage, and if it moves from its space before the start of your next turn, it takes an extra 2d4 Piercing damage. On a successful save it takes half as much damage only.

Using a Higher-Level Spell Slot. The initial and extra damage each increase by 2d4 for each spell slot level above 1.

SHOCKWAVE SMITE

Level 1 Evocation (Enforcer)

Casting Time: Bonus Action, which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike
Range: Self
Components: V
Duration: Instantaneous

Your strike creates a sonic boom that is audible within 500 feet of you, and the target takes an extra 1d8 Thunder damage from the attack. Additionally, each creature in a 15-foot Cone emanating from you in the direction of the target must succeed on a Strength saving throw or have the Prone condition.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

SOMBER EXTRACTION

Level 3 Necromancy (Cryptist, Esper, Gridrunner)

Casting Time: Action
Range: 30 feet
Components: V, S, M (ashes from a cremation, or defibrillator paddles)
Duration: Instantaneous

This spell steals a fragment of life force from its target's soul. A creature you can see within range makes a Wisdom saving throw. On a failure, the target takes 4d8 Necrotic damage. On a success, it takes half as much damage. You gain a number of Temporary Hit Points equal to the Necrotic damage dealt. While you have Temporary Hit Points from this spell, you have Advantage on saving throws.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 3.

SOMBER TRANCE

Level 3 Necromancy (Gridrunner, Icon, Oracle, Primalist)

Casting Time: Action
Range: Touch
Components: V, S, M (a vial of formaldehyde)
Duration: 1 hour

You touch a willing creature, and it lapses into a trance-like state deep enough to seem like death. All forms of outward inspection, including spells, indicate that the target is dead. The target has the Blinded and Incapacitated conditions, Resistance to all damage except Psychic damage, Immunity to Poison damage and the Poisoned condition, and its Speed is 0.

The target remains conscious during the spell's duration, and it can choose to end the spell's duration at any time. If the spell lasts for its full duration, the target can choose to receive the benefit of a Short Rest and remove one Exhaustion level when the spell ends.

SPACETIME ANCHOR

Level 5 Abjuration (Cryptist, Esper, Machinist, Gridrunner)

Casting Time: Action
Range: Touch
Components: V, S, M (an hourglass or wristwatch)
Duration: Concentration, up to 1 minute

One Large or smaller object that you touch can't be altered in form or position for the duration of the spell, supporting up to 16,000 pounds of weight, even if it defies gravity. If the target object is in another creature's possession, the creature can make an Intelligence saving throw. On a success, the spell has no effect.

If the target object can't be released without moving the object, such as an article of clothing it wears, a creature wearing it has the Restrained condition for the spell's duration, but as the clothing or armor also can't be pierced by any force, the target's AC increases by 5 while Restrained in this way. Smaller objects, such as a glove or bracelet, only reduce the target's Speed to 0.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of up to level 6 (up to 10 minutes), 7 (up to 1 hour), or 8+ (up to 8 hours).

STARFALL

Level 7 Evocation (Oracle, Primalist)

Casting Time: Action
Range: 300 feet
Components: V, S, M (a bit of meteorite)
Duration: Instantaneous

You create a rain of stars that falls in an 80-foot-radius, 120-foot-high Cylinder centered on a point within range. Each creature of your choice in that area makes a Dexterity saving throw. On a failed save, a target takes 10d6 Radiant damage and has the Prone condition. On a successful save, it takes half damage only. Aberrations and Fiends take an extra 5d6 damage.

STARSHINE

Level 2 Conjuration (Oracle)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You are wreathed in the glittering light of the stars for the duration, emitting Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Until the spell ends, a creature that enters the area for the first time on its turn or starts its turn there must make a Charisma saving throw. On a failed save, the creature takes 2d6 Radiant damage and is limned in sparkling light until the start of its next turn. An affected creature sheds Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

STASIS SMITE

Level 5 Abjuration (Enforcer)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The target hit by the attack roll takes an extra 6d8 Radiant damage and must make a Charisma saving throw. On a failed save, the target is shunted halfway into the Overtone and frozen in stasis. For the duration, the creature has the Paralyzed condition. While Paralyzed in this way, it can't affect or be affected by anything.

SUMMON ARCADIAN

Level 3 Conjuration (Cryptist, Gridrunner, Tracer)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a platinum disc worth ₰15,000+)
Duration: Concentration, up to 1 hour

You call forth a being from Arcadia. It manifests in an unoccupied space that you can see within range and uses the **Arcadian Spirit** stat block. When you cast the spell, choose a role: Patroller, Whimsy, or Companion. The creature resembles a Fey creature of your choice marked by the chosen role, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turns immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

SUMMON EMISSARY

Level 5 Conjuration (Enforcer, Oracle)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a crystal or platinum astrolabe worth ₰25,000+)
Duration: Concentration, up to 1 hour

You call forth cosmic spirit. It manifests in an unoccupied space that you can see within range and uses the **Cosmic Spirit** stat block. When you cast the spell, choose a realm: Agathos or the Harmony. The creature resembles a Celestial creature of your choice from that realm, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

ARCADIAN SPIRIT

Small Fey, Neutral

AC 12 + the spell's level
HP 30 + 10 for each spell level above 3
Speed 30 ft., Fly 40 ft. (Whimsy only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	17	+3	+3	CON	10	+0	+0
INT	10	+0	+0	WIS	12	+1	+1	CHA	16	+3	+3

Immunities Charmed
Senses Darkvision 60 ft.; Passive Perception 11
Languages Pixlish, understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Cartoon Nature. The spirit takes no damage from falling. The first time it drops to 0 Hit Points, it drops to 1 Hit Point instead.

Secret Buddy (Companion Only). The spirit can share the caster's space, and when it ends its turn in the caster's space, it gains the Invisible condition for 1 minute. The condition ends early if the spirit deals damage or forces a creature to make a saving throw.

Steamroll (Patroller Only). When the spirit enters a space that is Difficult Terrain, the space is no longer Difficult Terrain for this spell's duration.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Ram (Patroller Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 2d6 + 3 + the spell's level Bludgeoning damage and the target is pushed 10 feet. The spirit can immediately follow it without provoking Opportunity Attacks.

Rainbow Blast (Whimsy Only). *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 1d8 + 3 + the spell's level Radiant damage.

Companion Strike (Companion Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 1d4 + 3 + the spell's level Force damage. If the spirit has the Invisible condition, it deals an additional 10 (3d6) damage.

BONUS ACTIONS

Rainbow Tunnel Vision (Whimsy Only). *Intelligence Saving Throw:* DC equals your spell save DC, one target the spirit has hit with Rainbow Blast this turn. *Failure:* Creatures other than the spirit are Invisible to the target until the target takes damage or the start of the spirit's next turn.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turns immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

COSMIC SPIRIT

Large Celestial, Neutral

AC 11 + the spell's level +2 (Harmony only)
HP 40 + 10 for each spell level above 5
Speed 30 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	14	+2	+2	CON	16	+3	+3
INT	10	+0	+0	WIS	14	+2	+2	CHA	16	+3	+3

Resistances Necrotic (Harmony only), Radiant
Immunities Charmed, Frightened
Senses Darkvision 60 ft.; Passive Perception 12
Languages Lyric (Harmony only), Sideric (Agathos only), understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Flash Step (Agathos Only). During its turn, the spirit expends up to half its movement to teleport an equal distance to an unoccupied space it can see.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Balancing Strike (Harmony Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d10 + 3 + the spell's level Necrotic damage, and the spirit can choose itself or another creature it can see within 10 feet of the target. The chosen creature gains 1d10 Temporary Hit Points.

Star Lance (Agathos Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 600 ft. *Hit:* 2d6 + 2 + the spell's level Radiant damage, and the target can't benefit from the Invisible condition until the start of the spirit's next turn.

Restore (1/Day). The spirit touches a creature. The target regains Hit Points equal to 2d8 + the spell's level.

SUMMON DISCORDANT

Level 6 Conjuration (Cryptist, Gridrunner)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a broken tuning fork worth ♪30,000+)
Duration: Concentration, up to 1 hour

You call forth a discordant fiendish spirit from Cacophony. It manifests in an unoccupied space that you can see within range and uses the **Discordant Spirit** stat block. When you cast the spell, choose the creature's tone: Entropy, Instinct, Progress, or Thrill. The spirit resembles a Fiend of the chosen tone, which determines certain details of its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

DISCORDANT SPIRIT

Large Fiend, Neutral

AC 12 + the spell's level
HP 50 (Entropy and Instinct only) or 40 (Progress only) or 60 (Thrill only) + 15 for each spell level above 6
Speed 40 ft., Climb 40 ft. (Instinct only), Fly 60 ft. (hover; Entropy only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	16	+3	+3	CON	14	+2	+2
INT	10	+0	+0	WIS	10	+0	+0	CHA	16	+3	+3

Immunities Acid (Instinct only), Lightning (Progress only), Necrotic (Entropy only), Poison (Progress only), Psychic (Thrill only); Poisoned (Progress only)
Senses Darkvision 60 ft.; Passive Perception 10
Languages Dissonant; telepathy 60 ft.
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Blood Frenzy (Instinct Only). The spirit has Advantage on attack rolls against a creature that doesn't have all its Hit Points.

Magic Resistance. The spirit has Advantage on saving throws against spells and other magical effects.

Pinpoint Targeting (Progress Only). The spirit's attack rolls ignore Half Cover and Three-Quarters Cover, and being within 5 feet of an enemy doesn't impose Disadvantage on the spirit's ranged attack rolls.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Corrosive Claw (Instinct Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 2d6 + 3 + the spell's level Acid damage.

Drain Life (Entropy Only). *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 2d6 + 3 + the spell's level Necrotic damage, and the target can't regain Hit Points until the start of the spirit's next turn.

Juggling Knife (Thrill Only). *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft., *Hit:* 2d6 + 3 + the spell's level Psychic damage, and the target has the Frightened condition until the start of the spirit's next turn.

Plasma Rifle (Progress Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 150 ft., *Hit:* 2d6 + 3 + the spell's level Lightning damage.

GRIDWROUGHT SPIRIT

Medium Construct, Neutral

AC 12 (Program only) or 14 (Robot only) + the spell's level
HP 35 + 15 for each spell level above 4
Speed 30 ft., Fly 30 ft. (hover; Program only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	14	+2	+2	CON	16	+3	+3
INT	14	+2	+2	WIS	10	+0	+0	CHA	8	−1	−1

Resistances Poison, Necrotic
Immunities Exhaustion, Paralyzed, Poisoned; Grappled (Program only)
Senses Darkvision 60 ft.; Passive Perception 10
Languages SIGNAL, understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Hard Light (Program Only). The spirit can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Hypertech Strike (Robot Only). *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 2d6 + 4 + the spell's level Lightning damage.

Infohazard Injection (Program Only). *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 1d8 + 4 + the spell's level Force damage. Until the end of your next turn, the target can't benefit from the Invisible condition, and the next attack roll against that target by a creature other than the spirit has Advantage.

BONUS ACTIONS

Steel Grip (Robot Only). Immediately after hitting a Large or smaller creature with a melee attack roll, the target has the Grappled condition (escape DC equal to your spell save DC) from one of two arms.

SUMMON GRIDWROUGHT

Level 4 Conjuration (Gridrunner, Machinist)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a data node worth ₰20,000+)
Duration: Concentration, up to 1 hour

You call forth the spirit of a Construct. It manifests in an unoccupied space that you can see within range and uses the **Gridwrought Spirit** stat block. When you cast the spell, choose the creature's form: Program or Robot. The spirit resembles a creature with the chosen form, which determines certain details of its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

SUMMON LESSER DISCORDANT

Level 3 Conjuration (Cryptist, Gridrunner)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a broken tuning fork worth 15,000+ GN)
Duration: Concentration, up to 1 hour

You call forth a discordant fiendish spirit from Cacophony. It manifests in an unoccupied space that you can see within range and uses the **Lesser Discordant Spirit** stat block. When you cast the spell, choose the creature's tone: Entropy (Bat), Instinct (Insect), Progress (Robot), or Thrill (Balloon Dog). The spirit resembles a Fiend of the chosen tone, which determines certain details of its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

SUMMON PRIMORDIAL

Level 4 Conjuration (Gridrunner, Primalist, Tracer)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a THING worth ♪20,000+)
Duration: Concentration, up to 1 hour

You call forth a primordial spirit. It manifests in an unoccupied space that you can see within range and uses the **Primordial Spirit** stat block. When you cast the spell, choose

PRIMORDIAL SPIRIT

Medium Elemental, Neutral

AC 11 + the spell's level
HP 60 + 10 for each spell level above 4
Speed 30 ft., Fly 30 ft. (hover; Tempest only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	DEX	14	+2	+2	CON	18	+4	+4
INT	4	−3	−3	WIS	10	+0	+0	CHA	12	+1	+1

Resistances Cold (Blizzard only), Fire (Volcano only), Lightning (Tempest only), Thunder (Earthquake only)
Immunities Charmed, Exhaustion, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Clysmic, understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

ACTIONS

Multiattack. The primordial makes a number of Slam attacks equal to half this spell's level (round down).

Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. Hit: 1d12 + 4 + the spell's level Cold (Blizzard), Fire (Volcano), Lightning (Tempest), or Thunder (Earthquake) damage.

LESSER DISCORDANT SPIRIT

Small Fiend, Neutral

AC 11 + the spell's level
HP 20 (Entropy and Progress only) or 10 (Entropy only) or 30 (Thrill only) + 10 for each spell level above 6
Speed 30 ft., Climb 30 ft. (Instinct only), Fly 40 ft. (hover; Entropy or Thrill)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	14	+2	+2	CON	13	+1	+1
INT	8	−1	−1	WIS	10	+0	+0	CHA	16	+3	+3

Resistances Acid (Instinct only), Lightning (Progress only), Necrotic (Entropy only), Poison (Progress only), Psychic (Thrill only)
Immunities Poisoned (Progress only)
Senses Blindsight 60 ft. (Entropy only), Darkvision 60 ft.; Passive Perception 10
Languages Dissonant; telepathy 60 ft.
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Death Burst. *Constitution Saving Throw:* DC equals your spell save DC, each creature in a 10-foot Emanation originating from the spirit when it dies. *Failure:* 2d6 + the spell's level Acid (Instinct only), Necrotic (Entropy only), Lightning (Progress only), or Thunder (Thrill only) damage.

Flyby (Entropy only). The spirit doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Magic Resistance. The spirit has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down). It can replace any attack with a use of Static Cling or Tractor Beam if available.

Cackling Cling (Thrill only). *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 2d6 + 2 + the spell's level Psychic damage, and the spirit attaches to the target. While attached, the target takes 2d6 Psychic damage at the start of each of the spirit's turns.

The spirit can detach itself by spending 5 feet of its movement. The target or a creature within 5 feet of it can detach the spirit as an action.

Chilling Bite (Entropy only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 2d6 + 2 + the spell's level Cold damage, and the target's Speed is reduced by 10 feet until the start of the spirit's next turn.

Corrosive Spit (Instinct only). *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 2d8 + 2 + the spell's level Acid damage.

Tractor Beam (Progress only). *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 2d6 + 2 + the spell's level Lightning damage. If the target is a Large or smaller creature, it is pulled up to 15 feet toward the spirit.

a calamity: Blizzard, Earthquake, Tempest, or Volcano. The creature resembles the calamity compressed into bipedal form, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

SUMMON SILENT

Level 3 Conjuration (Cryptist, Gridrunner)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a jeweled or circuit-inlaid skull worth ₰15,000+)
Duration: Concentration, up to 1 hour

You call forth an Undead spirit. It manifests in an unoccupied space that you can see within range and uses the **Silent Spirit** stat block. When you cast the spell, choose the creature's form: Faceless, Gaunt, or Ossite. The spirit resembles an Undead creature with the chosen form, which determines certain details of its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

SUMMON VOID-DWELLER

Level 4 Conjuration (Cryptist, Gridrunner)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a preserved eye or tentacle in a crystal and platinum vial worth ₰20,000+)
Duration: Concentration, up to 1 hour

You call forth an alien spirit from the Abyssal Void. It manifests in an unoccupied space that you can see within range and uses the **Void Spirit** stat block. When you cast the spell, choose the creature's form: Manta, Maw, or Prophet. The spirit resembles an Aberration with the chosen form, which determines certain details of its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

SILENT SPIRIT

Medium Undead, Neutral

AC 11 + the spell's level
HP 30 (Gaunt only) or 20 (Faceless and Ossite only) + 10 for each spell level above 3
Speed 30 ft.; Fly 40 ft. (hover; Faceless only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	12	+1	+1	CON	12	+1	+1
INT	8	−1	−1	WIS	11	+0	+0	CHA	10	+0	+0

Immunities Necrotic, Poison, Thunder; Exhaustion, Frightened, Paralyzed, Poisoned; Grappled, Petrified, Restrained (Faceless only)
Senses Darkvision 90 ft.; Passive Perception 10
Languages understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Incorporeal Movement (Faceless Only). The spirit can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Quick Step (Ossite Only). The spirit doesn't provoke Opportunity Attacks when it leaves an enemy's reach.

Silent Being. The spirit makes no sound unless it chooses to. It has Advantage on Dexterity (Stealth) checks, and Wisdom (Perception) checks made to detect it by sound alone fail automatically.

Undead Fortitude (Gaunt Only). If damage reduces the spirit to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the spirit drops to 1 Hit Point instead.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Deathly Strike (Faceless Only). *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 1d8 + 3 + the spell's level Necrotic damage, and the target can't regain Hit Points until the end of its next turn.

Grim Slam (Gaunt or Ossite Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 2d6 + 3 + the spell's level Bludgeoning or Slashing damage, and the target's Speed is reduced to 5 feet until the start of the spirit's next turn.

BONUS ACTIONS

Skittering Bones (Ossite Only). The spirit takes the Dash or Hide action.

VOID SPIRIT

Large Aberration, Neutral

AC 11 + the spell's level; 13 + the spell's level (Maw only)
HP 40 + 10 for each spell level above 4
Speed 30 ft.; Swim 50 ft. (Manta only); Fly 30 ft. (hover; Manta or Prophet)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	12	+1	+1	CON	16	+3	+3
INT	16	+3	+3	WIS	12	+1	+1	CHA	10	+0	+0

Resistances Necrotic
Immunities Psychic; Frightened
Senses Darkvision 60 ft., Blindsight 10 ft.; Passive Perception 11
Languages Hadalic, understands the languages you know; telepathy 30 ft. (Prophet only)
CR None (XP 0; PB equals your Proficiency Bonus)

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Barbed Tail (Manta Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. The attack has Advantage against a target with the Frightened condition. *Hit:* 1d8 + 3 + the spell's level Piercing damage, and the target has the Frightened condition until the start of the spirit's next turn.

Consuming Maw (Maw Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 3 + the spell's level Acid damage, and the spirit regains Hit Points equal to half the damage dealt.

Vision of the Void (Prophet Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 15 ft. *Hit:* 1d6 + 3 + the spell's level Psychic damage, and the target has Disadvantage on its next attack roll before the start of the spirit's next turn.

BONUS ACTIONS

Void Slip. The spirit teleports to an unoccupied space it can see within 90 feet. It can bring one willing creature withing 5 feet with it; the willing creature takes 5 (2d4) Psychic damage from transit through the Void.

WILD SPIRIT

Medium Beast, Neutral

AC 11 + the spell's level
HP 20 (Aerial only) or 30 (Prowler and Aquatic only) + 5 for each spell level above 2
Speed 30 ft.; Climb 30 ft. (Prowler only); Fly 60 ft. (Aerial only); Swim 30 ft. (Aquatic only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	11	+0	+0	CON	16	+3	+3
INT	4	−3	−3	WIS	14	+2	+2	CHA	5	−3	−3

Senses Darkvision 60 ft.; Passive Perception 12
Languages understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Flyby (Aerial Only). The spirit doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Pack Tactics (Aquatic and Prowler Only). The spirit has Advantage on an attack roll against a creature if at least one of the spirit's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Water Breathing (Aquatic Only). The spirit can breathe air and water.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Rend (Aquatic Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d6 + 4 + the spell's level Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC equals your spell save DC).

Shred (Aerial and Prowler Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 4 + the spell's level Piercing damage.

BONUS ACTIONS

Prowl (Prowler Only). The spirit moves up to half its Speed and can take the Hide action.

SUMMON WILDLIFE

Level 2 Conjuration (Primalist, Tracer)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a jeweled or circuit-inlaid skull worth ₰10,000+)
Duration: Concentration, up to 1 hour

You call forth a wild spirit. It manifests in an unoccupied space that you can see within range and uses the **Wild Spirit** stat block. When you cast the spell, choose the creature's form: Aerial, Prowler, or Aquatic. The spirit resembles a Beast creature with the chosen form, which determines certain details of its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

SWIRLING SHARDS

Level 2 Conjuration (Cryptist, Esper, Gridrunner, Icon)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a sliver of glass or metal)
Duration: Concentration, up to 1 minute

You create a swirling storm of razor-sharp shards in a 5-foot Cube centered on a point within range. Each creature in that area takes 4d4 Slashing damage. A creature also takes this damage if it enters the Cube or ends its turn there or if the Cube moves into its space. A creature takes this damage only once per turn.

On your later turns, you can take a Magic action to move the Cube up to 30 feet.

Using a Higher-Level Spell Slot. The damage increases by 2d4 for each spell slot level above 2.

TECH OVERLOAD

Level 4 Evocation (Gridrunner, Machinist)

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You target one Power Cell you can see within range. If the Power Cell isn't being worn or carried, it explodes. Each creature in 10-foot-radius Sphere centered on the Power Cell must make a Dexterity saving throw, taking 4d6 Fire damage and 4d6 Lightning damage on a failed save and half as much damage on a successful one.

If the Power Cell is being worn or carried, the creature must succeed on a Wisdom saving throw, or the Power Cell explodes as above.

Using a Higher-Level Spell Slot. You can target an additional Power Cell for every two spell slot levels above 4.

TELEKINETIC COMBAT

Transmutation Cantrip (Esper, Gridrunner)

Casting Time: Action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 minute

Reaching out with telekinetic power, you manipulate a weapon that is in range and with which you have proficiency. The spell fails if the weapon is being carried by another creature. For the duration, the weapon floats in your space. You can make one attack with the weapon against a creature within range (the weapon darting to the target and back after the attack if necessary). The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity.

Cantrip Upgrade. The attack deals extra Force damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).

TEMPORAL LIFELINE

Level 4 Conjuration (Cryptist, Esper, Gridrunner, Machinist, Oracle)

Casting Time: Reaction, which you take when a creature you can see within range takes damage that would reduce it to 0 Hit Points
Range: 60 feet
Components: V
Duration: Instantaneous

You summon a perfect copy of a creature from a fraction of a second before it suffers lethal damage. The triggering damage is reduced to 0, and the copy vanishes.

TERRIFYING SMITE

Level 1 Enchantment (Enforcer)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Components: V
Duration: Instantaneous

The target takes an extra 1d8 Psychic damage from the attack, and it has the Frightened condition until the start of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

THUNDER BLAST

Evocation Cantrip (Cryptist, Esper, Icon, Machinist, Primalist)

Casting Time: Action
Range: Self
Components: S
Duration: Instantaneous

Each creature in a 10-foot Cube originating from you must succeed on a Constitution saving throw or take 1d6 Thunder damage. The spell's thunderclap is audible up to 100 feet away.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

TIDAL COMPRESSION

Level 4 Transmutation (Esper, Gridrunner)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Gravity churns around a creature or an object that isn't being worn or carried (or a 10-foot Cube portion of a larger object) within range, compressing it from multiple angles. The target makes a Constitution saving throw. On a failed save the target takes 5d10 Force damage and has the Restrained condition until the start of your next turn. On a successful save the target takes half as much damage only.

Objects take double damage automatically.

TIME SKIP

Level 5 Transmutation (Cryptist, Esper, Gridrunner)

Casting Time: Bonus Action
Range: Self
Components: V, S
Duration: Instantaneous

You create a sharp fold in time and lose yourself within its angles, vanishing from existence. While vanished, you can't take actions or Reactions, and nothing can target or affect you or your equipment. You reappear in an unoccupied space of your choice within 10 feet of the space you last occupied at the start of your next turn.

The temporal distortion when you return causes each creature of your choice that you can see within 20 feet of you when you reappear to have Disadvantage on D20 Tests until the start of your next turn.

VOID LASH

Level 1 Conjuration (Cryptist)

Casting Time: Action
Range: Self
Components: V, S
Duration: Instantaneous

Channeling the Abyssal Void, tentacles of flowing darkness lash out from you. Each creature in a 15-foot Cube originating from you makes a Strength saving throw. On a failed save, a target takes 3d4 Psychic damage and can't take Reactions until the start of its next turn. On a successful save, a target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d4 for each spell slot level above 1.

VOID WARP

Level 3 Conjuration (Cryptist, Esper)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You teleport to an unoccupied space you can see within range.

You can also target one creature within 5 feet of you when you teleport. The target must make a Constitution saving throw. On a failure, the target is teleported to an unoccupied space of your choice that you can see within range, takes 1d10 Psychic damage, and has the Frightened condition until the end of its next turn. The chosen space must be on a surface that can support the target.

VORTEX

Level 4 Evocation (Cryptist, Esper)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: 1 round

You create a point of dark energy within range that generates a gravity vortex in a 30-foot Emanation originating from the point. The vortex is Difficult Terrain. A creature within the Emanation when it appears, or whenever a creature enters the Emanation for the first time during a turn or starts its turn there must make a Strength saving throw, taking 1d8 Force damage and is pulled up to 20 feet closer to the center point on a failure, or takes half as much damage only on a success. When the spell ends, the vortex violently collapses. Each creature in the Emanation takes 4d8 Force damage, and if it's Huge or smaller it has the Prone condition.

Using a Higher-Level Spell Slot. The initial damage increases by 1d8 for each spell slot level above 4.

WITHERING LIGHTNING

Level 1 Evocation (Cryptist, Esper, Gridrunner)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a copper wire)
Duration: Concentration, up to 1 minute

You unleash a torrent of lightning at a creature within range, which flows continuously from you to the target. The target's Speed is halved, and it makes a Dexterity saving throw. On a failed save, the target takes 2d6 Lightning or Necrotic damage (your choice).

On each of your subsequent turns, you can take a Bonus Action to deal 1d6 damage of the chosen type to the target automatically, even if the target succeeded on the saving throw.

The spell ends if the target is ever outside the spell's range or if it has Total Cover from you.

Using a Higher-Level Spell Slot. The initial damage increases by 2d6 for each spell slot level above 1.

BESTIARY

This bestiary provides 8 monsters that live in the Stardust Rhapsody. The *D&D Beyond Basic Rules* explains stat block terminology and gives rules for various monster traits. Monsters are presented in alphabetical order.

CHATTERLING

Annoying Little Helper

Habitat: Cacophony; **Treasure:** None

Chatterlings are what take form when the smallest dollop of Discord coalesces into a creature, muting its inherent malevolence into more of a nuisance that is almost helpful. Their shape is determined by their Discordant tone, but they are often ugly-cute and always loud and foul-mouthed. They typically attempt to bond with targets marked for corruption but oftentimes end up becoming a "friend" despite the maddening shrieks and chittering they use against all within earshot.

CHATTERLING

Tiny Fiend, Neutral Evil

AC 13 **Initiative** +3 (13)
HP 21 (6d4 + 6)
Speed 30 ft., Burrow 30 ft. (Instinct only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	−1	−1	DEX	16	+3	+5	CON	13	+1	+3
INT	8	−1	−1	WIS	8	−1	−1	CHA	14	+2	+2

Skills Stealth +5, Perception +1
Immunities Acid (Instinct only), Cold (Entropy only), Lightning (Progress only), Psychic (Thrill only)
Senses Darkvision 120 ft.; Passive Perception 11
Languages Common, Dissonant
CR 1 (XP 200; PB +2)

TRAITS

Discordant Tone. The chatterling is of one of the tones of Cacophony: Entropy, Instinct, Progress, or Thrill. Its tone determines its Speed, its Immunities, and the damage type of its Discordant Shriek.

Endless Annoyance. If the chatterling dies outside Cacophony, unless its remains are doused in Cosmic Suspension, it comes back to life in 1d4 hours with all its Hit Points, regrowing any missing body parts.

Magic Resistance. The chatterling has Advantage on saving throws against spells and other magical effects.

ACTIONS

Gnaw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage and 3 (1d6) damage of the same type as its damage Immunity.

Discordant Shriek (Recharge 5–6). *Constitution Saving Throw:* DC 12, each creature in a 30-foot Emanation originating from the chatterling. A target makes the save with Advantage if it was affected by this chatterling's shriek in the last 24 hours. *Failure:* 5 (2d4) Thunder damage, and until the start of the chatterling's next turn, the creature has Disadvantage on attack rolls, and attack rolls against it have Advantage.

REACTIONS

Distracting Chatter (Recharge after a Short or Long Rest). *Trigger:* A creature targets the chatterling or one of its allies it can see within 30 feet with an attack roll. *Response:* The attack roll has Disadvantage, and if the attack misses, the attacker takes 5 (1d6 + 2) Psychic damage.

HARMONIC KINDRED

Masked Echo of Many

Habitat: Planar (Harmony); **Treasure:** None

Harmonic kindred are formed when dispersed essence within the Harmony coalesces, giving rise to masked beings that contain the remnants of dozens of once-individual souls. Their forms can vary drastically from bestial to humanoid and beyond, each kindred personifying the Harmony in its own way. They can exist in one of two states, embodying either Vital or Somber energies, which they channel through masks that grant them mystical powers.

HARMONIC KINDRED

Medium or Small Celestial, Neutral

AC 12 **Initiative** +0 (10)
HP 22 (4d8 + 4)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	10	+0	+0	CON	12	+1	+1
INT	10	+0	+0	WIS	16	+3	+3	CHA	7	−2	−2

Resistances Necrotic, Radiant
Immunities Exhaustion
Senses Darkvision 60 ft.; Passive Perception 13
Languages Lyric; telepathy 30 ft.
CR 1/2 (XP 100; PB +2)

TRAITS

Mask. The kindred wears one of the following masks, gaining its benefit. Choose a mask or roll 1d6 to determine it. The mask dissolves into light when removed from the kindred or if the kindred dies. A removed mask reappears on the kindred when it finishes a Long Rest.

1–2 Enigmatic Mask. No magic can observe the kindred remotely or detect its thoughts without its permission. Wisdom (Insight) checks made to ascertain the intentions or sincerity of the kindred are made with Disadvantage.

3–4 Requiem Mask. When a creature within 5 feet of the kindred is reduced to 0 Hit Points, the creature immediately gains one failed Death Saving Throw.

5–6 Thriving Mask. While not Bloodied, the kindred has Advantage on attack rolls and saving throws.

ACTIONS

Multiattack. The kindred makes one Resonate attack and can use Harmonic Aura.

Resonate. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30 ft. *Hit:* 7 (1d8 + 3) Necrotic or Radiant damage (kindred's choice).

Harmonic Aura. The kindred projects one of the following auras in a 5-foot Emanation until the start of its next turn. Any creature that starts its turn there is subjected to the aura's effect:

Somber Decay. The creature takes 3 (1d6) Necrotic damage.

Vital Rejuvenation. The creature regains 2 (1d4) Hit Points.

BONUS ACTIONS

Many Faces and None (1/Day). The kindred chooses a different Mask.

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JELLIKIN

Squishy Slime Critters

Habitat: Urban; **Treasure:** None

Jellikin are small animals comprised entirely of a pliable jelly-like substance. They can arise in a variety of ways, whether simply being part of an ooze-filled ecosystem or pulling the memories from the remains of a deceased critter. No matter their origin, jellikin are highly social creatures that seek a deep bond with a person, whom they will love and protect at any cost with their acidic spit and slimy bubbles.

JELLIKIN

Tiny Ooze, Neutral

AC 12 **Initiative** +2 (12)
HP 24 (7d4 + 7)
Speed 40 ft., Climb 40 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	−4	−4	DEX	14	+2	+4	CON	12	+1	+1
INT	3	−4	−4	WIS	12	+1	+1	CHA	10	+0	+0

Skills Acrobatics +6, Perception +3, Stealth +4
Resistances Bludgeoning, Fire
Immunities Acid, Poison; Grappled, Petrified, Poisoned
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 1 (XP 200; PB +2)

TRAITS

Amorphous. The jellikin can move through a space as narrow as 1 inch without expending extra movement to do so.

Jellybody. The jellikin takes no damage from falling.

ACTIONS

Multiattack. The jellikin makes one Jelliscratch attack and can use Hork if available.

Jelliscratch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage plus 5 (2d4) Acid damage.

Hork (Recharge after a Short or Long Rest). *Constitution Saving Throw:* DC 12, one creature the jellikin can see within 30 feet. *Failure:* 1 Acid damage, and the target has the Blinded condition until the start of the jellikin's next turn.

REACTIONS

Slime Bubble. *Trigger:* An ally within 5 feet of the jellikin takes Acid, Fire, or Poison damage. *Response:* The jellikin coats the creature in protective slime. The creature has Resistance to Acid, Fire, and Poison damage until the start of its next turn. It is coated in jellikin vomit and smells unspeakably bad.

MINDCLINGER

Scuttling Symbiote

Habitat: Planar (Abyssal Void); **Treasure:** None

Mindclingers are tiny symbiotes from the Abyssal Void, often drawn forth into the galaxy by curiosity and hunger for mortal minds in equal parts. They seek out a host to bond with, granting them protection through its surprisingly potent psychic power. The appearance of these parasites is as inconsistent as it is alien, often incorporating elements of octopus, crab, and other aquatic creatures with an otherworldly strangeness.

MINDCLINGER

Tiny Aberration, Neutral

AC 12 **Initiative** +2 (12)
HP 25 (10d4)
Speed 20 ft., Climb 20 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	9	−1	−1	DEX	14	+2	+2	CON	10	+0	+0
INT	14	+2	+4	WIS	11	+0	+0	CHA	6	−2	−2

Skills Stealth +4
Resistances Necrotic
Immunities Psychic
Senses Darkvision 60 ft.; Passive Perception 10
Languages Hadalic; telepathy 30 ft.
CR 1 (XP 200; PB +2)

TRAITS

Amphibious. The mindclinger can breathe air and water.

Mind Quiet. The mindclinger has Advantage on Intelligence saving throws.

Spider Climb. The mindclinger can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Latch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage plus 7 (2d6) Psychic damage, and the mindclinger attaches to the target. While attached, the mindclinger can't make Latch attacks, and the target takes 14 (4d6) Psychic damage at the start of each of the mindclinger's turns.

The mindclinger can detach itself by spending 5 feet of movement. The target or a creature within 5 feet of it can detach the mindclinger as an action.

Mind Shield. The mindclinger extends the benefits of its Mind Quiet trait to each creature of its choice within a 5-foot Emanation originating from it until the start of the mindclinger's next turn.

Psychic Burst (1/Day). *Intelligence Saving Throw:* DC 12, each target in a 5-foot Emanation centered on the mindclinger. *Failure:* 9 (2d6 + 2) Psychic damage, and the creature has the Stunned condition until the end of the mindclinger's next turn. *Success:* Half damage only.

BONUS ACTIONS

Symbiosis. The mindclinger forms a magical bond with a willing creature it touches. The bonded creature has Advantage on Intelligence saving throws and Resistance to Psychic damage. The bond ends when the creature dies, the mindclinger dies, the mindclinger ends the bond (no action required), or when the mindclinger uses this Bonus Action again.

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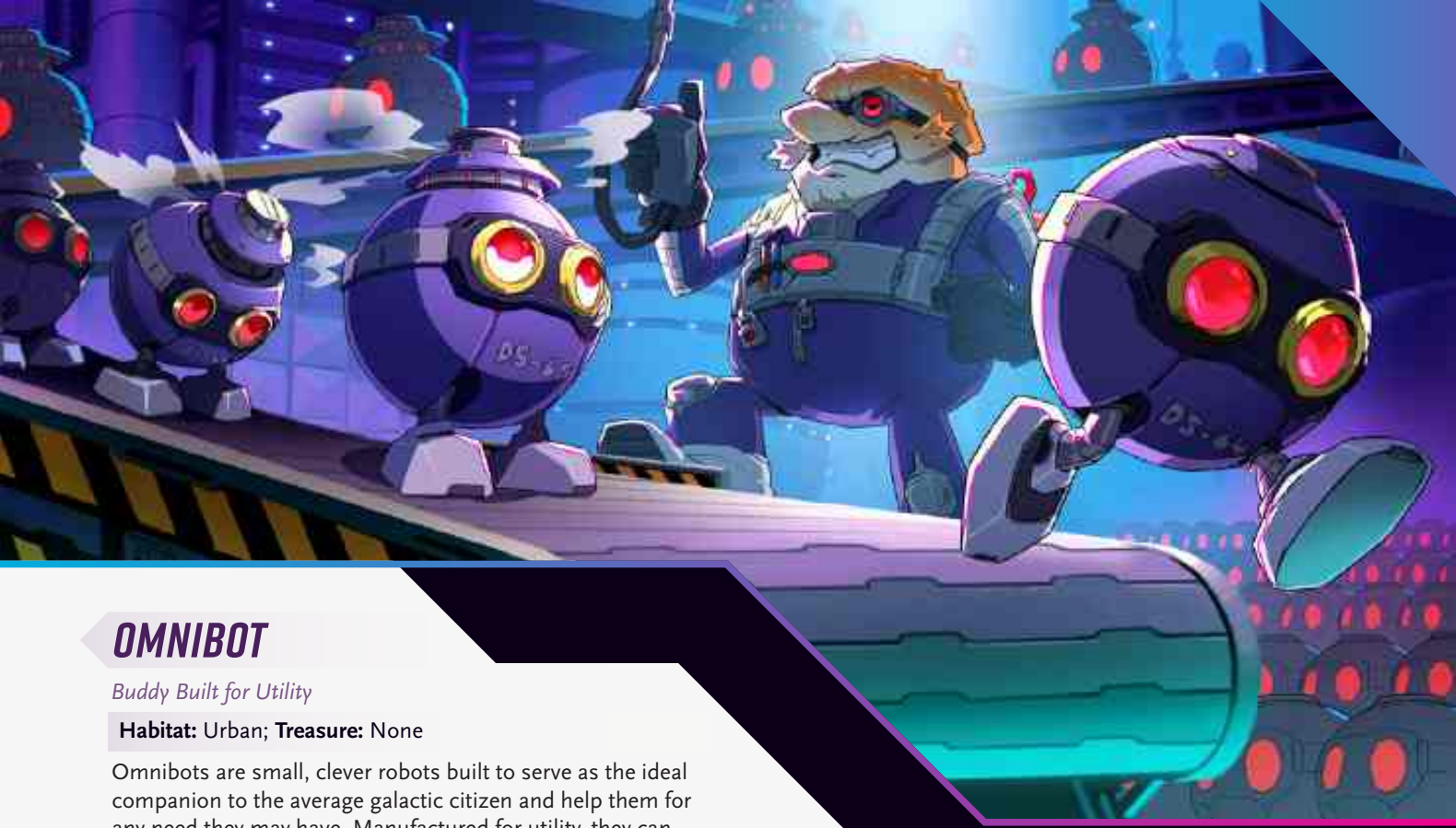


OMNIBOT

Buddy Built for Utility

Habitat: Urban; **Treasure:** None

Omnibots are small, clever robots built to serve as the ideal companion to the average galactic citizen and help them for any need they may have. Manufactured for utility, they can handle a wide variety of tasks in the operation of technology and computers, as well as serve as constant recording devices. These friendly bots can follow their owner wherever they go with a full suite of mobility modes and even defend them with a painful taser.

OMNIBOT

Small Construct (Robot), Neutral

AC 13 **Initiative** +2 (12)
HP 33 (6d6 + 12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+2	**DEX**	14	+2	+4	**CON**	14	+2	+4
INT	16	+3	+5	**WIS**	12	+1	+3	**CHA**	14	+2	+4

Skills Computers +7, Technology +5
Resistances Psychic
Immunities Poison; Blinded, Deafened, Poisoned
Gear Data Chip
Senses Darkvision 60 ft.; Passive Perception 11
Languages SIGNAL; understands Common but can't speak
CR 1 (XP 200; PB +2)

TRAITS

Durable. If the omnibot is reduced to 0 Hit Points but not killed outright, it has the Unconscious condition but doesn't die, and it can be repaired with 8 hours of work and ₰500 of materials.

Holo-Recorder. The omnibot has a built-in Camera and Holoprojector, including sound recording and playback. The recording is stored on a Data Chip installed in the bot.

Omni-tool. The omnibot has Bypass Tools and tools appropriate to any ability check using the Computers or Technology skills. It can make an Intelligence (Technology) check instead of the normal check to use Bypass Tools.

ACTIONS

Taser. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Lightning damage. The target gains the Incapacitated condition until the start of the omnibot's next turn, and the target can't gain the Incapacitated condition from this omnibot again for 24 hours.

BONUS ACTIONS

Reconfigure Locomotion (Recharge after a Short Rest). The omnibot chooses one of the following movement types: Burrow, Climb, Fly, or Swim. It gains the chosen Speed equal to its normal Speed for 1 minute.

REACTIONS

Defiant Zap (Recharge after a Short Rest). *Trigger:* An ally within 5 feet is hit by an attack roll from a creature within 5 feet of the omnibot. *Response:* The omnibot makes a Taser attack against the attacker.

PIXPAL

Helpful Pixelated Buddy

Habitat: Planar (Arcadia); **Treasure:** None

Pixpals are playful sprites from Arcadia that have an inherently helpful nature, typically seeking to bond with a hero on an epic quest whose collectibles they can share in. They float behind their favorite protagonist, guiding them toward the next objective and shielding them with arcade magic. Pixpals can take a wide variety of forms from animals to living objects, often with large, goofy eyes.

SPY DRONE

Stealthy Surveillance Bot

Habitat: Any; **Treasure:** None

Spy drones are utilized for surveillance, typically recording and streaming encrypted feeds to linked databases. If discovered, a spy drone attempts to flee using sedative darts to stall pursuers. To ensure that their controllers are not compromised, they self-destruct when critically damaged.

PIXPAL

Tiny Fey, Neutral

AC 12 **Initiative** +2 (12)
HP 25 (10d4)
Speed 10 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	−2	−2	DEX	14	+2	+4	CON	10	+0	+0
INT	12	+1	+1	WIS	12	+1	+1	CHA	12	+1	+1

Skills Acrobatics +4
Senses Darkvision 60 ft.; Passive Perception 11
Languages Pixlish, Common
CR 1 (XP 200; PB +2)

TRAITS

Flyby. The pixpal doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The pixpal makes two Guiding Zap attacks.

Guiding Zap. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 60 ft. *Hit:* 9 (2d6 + 2) Lightning damage, and the next attack roll another creature makes against the target before the start of the pixpal's next turn has Advantage.

BONUS ACTIONS

Bonded Ward (1/Day). The pixpal can form or dissolve a magical bond with a willing creature within 5 feet. While they are on the same plane of existence, if the bonded creature drops to 0 Hit Points, the pixpal vanishes and the target is reduced to 1 Hit Point instead. The pixpal reappears within 5 feet of the bonded creature 24 hours later.

REACTIONS

Warding Burst. *Trigger.* A creature the pixpal can see within 60 feet makes an attack roll against the target of its Bonded Ward. *Response:* The triggering attack roll has Disadvantage.

SPY DRONE

Tiny Construct, Neutral

AC 15 **Initiative** +3 (13)
HP 12 (5d4)
Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	−5	−5	DEX	13	+1	+1	CON	10	+0	+0
INT	8	−1	−1	WIS	14	+2	+2	CHA	10	+0	+0

Skills Perception +4, Stealth +5, Survival +6
Immunities Poison; Charmed, Exhaustion, Frightened, Petrified, Poisoned
Gear Data Chip
Senses Darkvision 60 ft.; Passive Perception 14
Languages SIGNAL; understands Common and one other language but can't speak them
CR 1/8 (XP 25; PB +2)

TRAITS

Self-Destruct. The drone explodes when it dies, destroying any installed Data Chip. *Dexterity Saving Throw:* DC 10, each creature in a 5-foot Emanation originating from the drone. *Failure:* 2 (1d4) Fire damage. *Success:* Half damage.

ACTIONS

Shock. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Lightning damage. If the target is a Medium or smaller creature, it has the Prone condition.

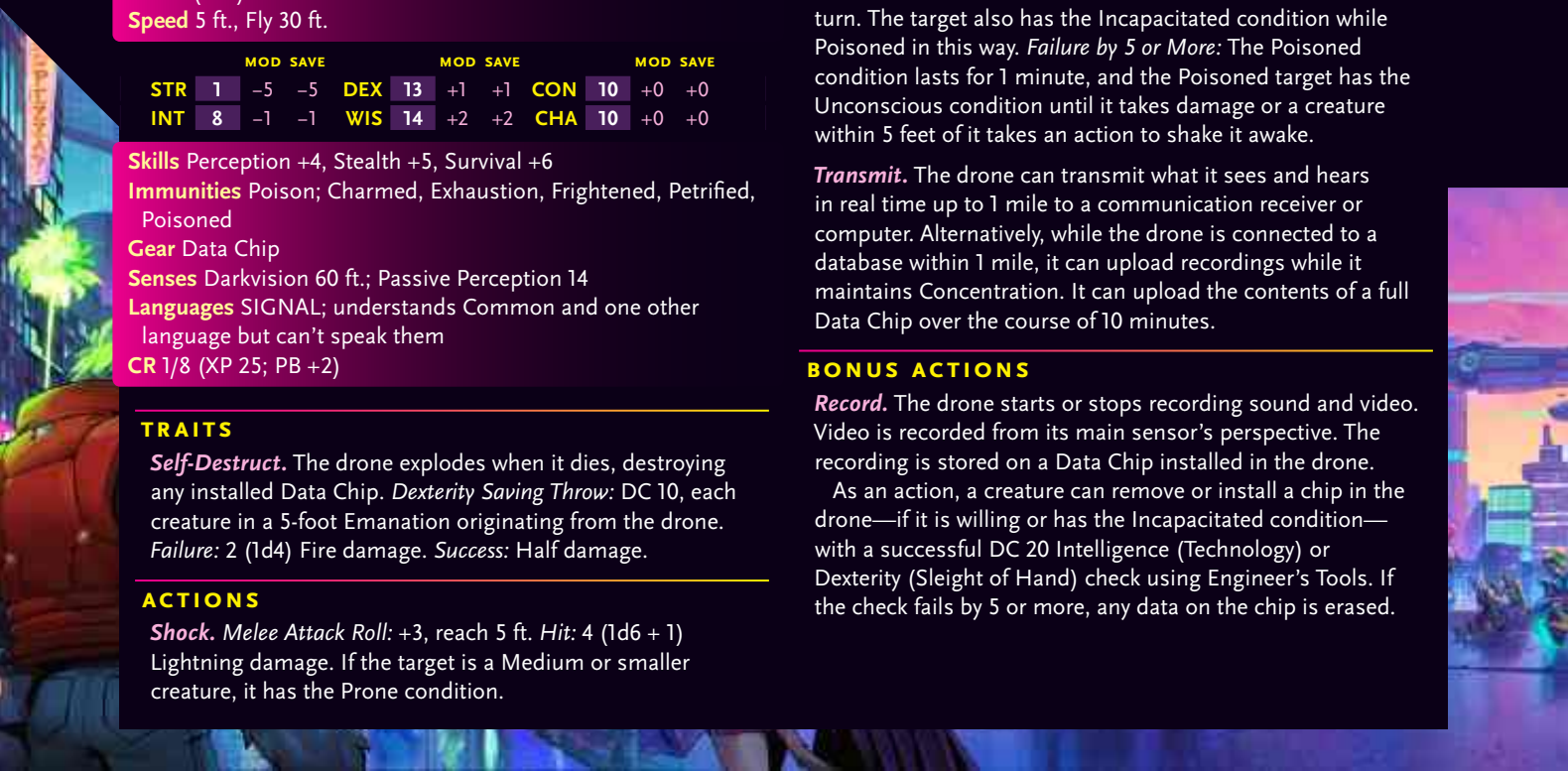
Sleep Dart. *Constitution Saving Throw:* DC 11, one creature the drone can see within 20 feet. *Failure:* The target has the Poisoned condition until the start of the drone's next turn. The target also has the Incapacitated condition while Poisoned in this way. *Failure by 5 or More:* The Poisoned condition lasts for 1 minute, and the Poisoned target has the Unconscious condition until it takes damage or a creature within 5 feet of it takes an action to shake it awake.

Transmit. The drone can transmit what it sees and hears in real time up to 1 mile to a communication receiver or computer. Alternatively, while the drone is connected to a database within 1 mile, it can upload recordings while it maintains Concentration. It can upload the contents of a full Data Chip over the course of 10 minutes.

BONUS ACTIONS

Record. The drone starts or stops recording sound and video. Video is recorded from its main sensor's perspective. The recording is stored on a Data Chip installed in the drone.

As an action, a creature can remove or install a chip in the drone—if it is willing or has the Incapacitated condition—with a successful DC 20 Intelligence (Technology) or Dexterity (Sleight of Hand) check using Engineer's Tools. If the check fails by 5 or more, any data on the chip is erased.

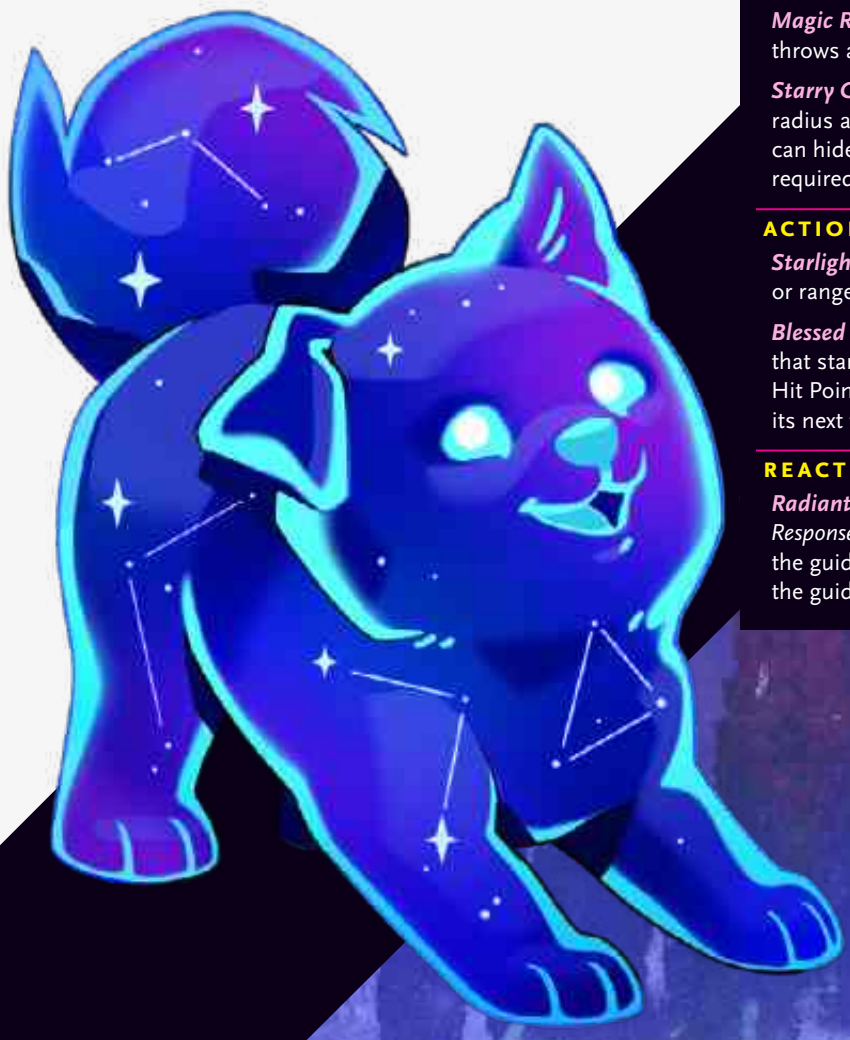


STARRY GUIDE

Wishing Star Turned Ally

Habitat: Any, Planar (Agathos); **Treasure:** None

Starry guides are clusters of star stuff that coalesce along the edges of Agathos and are given life by the realm's divine power. They then descend to the mortal worlds, serving as a guiding presence to those who wish upon these falling stars. The shape that these little Celestials take can vary, including motes of light, animal-shaped constellations, and stars with faces.



STARRY GUIDE

Tiny Celestial, Neutral Good

AC 12 **Initiative** +2 (12)
HP 22 (4d4 + 12)
Speed 20 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	5	−3	−3	DEX	14	+2	+4	CON	16	+3	+5
INT	6	−2	−2	WIS	10	+0	+0	CHA	12	+1	+1

Skills Acrobatics +4
Resistances Bludgeoning, Cold, Piercing, and Slashing
Immunities Fire, Radiant
Senses Darkvision 120 ft.; Passive Perception 10
Languages Understands all languages but can't speak
CR 1 (XP 200; PB +2)

TRAITS

Celestial Restoration. If the guide dies outside Agathos, its body vanishes into starlight, and it gains a new body instantly, reviving with all its Hit Points somewhere in Agathos.

Magic Resistance. The guide has Advantage on saving throws against spells and other magical effects.

Starry Glow. The guide sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet. The guide can hide or resume its glow during its turn (no action required).

ACTIONS

Starlight Strike. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 120 ft. *Hit:* 6 (1d8 + 2) Radiant damage.

Blessed Illumination (1/Day). For one minute, each ally that starts its turn in in the guide's Bright Light regains 1 Hit Point and has a +1 bonus to D20 Tests until the start of its next turn.

REACTIONS

Radiant Burst (3/Day). *Trigger:* The guide takes damage. *Response—Dexterity Saving Throw:* DC 13, each creature of the guide's choice in a 5-foot Emanation originating from the guide. *Failure:* 3 (1d6) Radiant damage.

VEHICLES

Vehicles are woven into every layer of life in the Stardust Rhapsody—from the most commonplace personal commuter car, to rapid air transit across continents, to the wondrous and awe-inspiring starships that carry souls to the farthest reaches of the galaxy. Vehicles of all kinds in *Neon Odyssey* follow the rules presented in this chapter. Starships will have their own rules which can replace these.

STAT BLOCKS

A vehicle's game statistics function like those for creatures with the following additional considerations.

STRUCTURES

Vehicles are treated as mobile structures. They aren't subject to effects that target creatures, but some effects can apply conditions to vehicles. Vehicles and Starships are noted as such where a standard creature stat block lists its creature type.

STARSHIP SCALE

Starship sizes operate on a different scale than standard creatures and objects, and use a special notation of size categories relative to other starships. Using standard size categories, starships are Gargantuan. A starship's stat block lists its starship size category.

VEHICLE CLASS

Vehicles are divided into nine different classes as shown on the Vehicle Classes table. A vehicle's class, which is also the proficiency used to operate it, is listed as a tag after its size category entry.

A creature that has proficiency with a vehicle it is operating can add its Proficiency Bonus to any D20 Tests it makes using the vehicle or its systems. If that creature also has proficiency in a skill the task requires, it makes the check with Advantage.

CREW

Vehicles generally require one or more creatures to operate them. The Crew entry lists the minimum and maximum number of creatures that can crew the vehicle.

ARMOR CLASS

Planetary vehicles are typically made of steel or similar material and have an AC of 19 plus its Dexterity modifier while moving, or 19 while stationary. Worn or damaged vehicles might have a lower AC. Starship AC is determined differently, and will be included in a later playtest.

VEHICLE CLASSES

VEHICLE CLASS	EXAMPLE
Light Planetary	Racing Bike, Cargo Hauler, Defense Airspeeder, Speeder
Heavy Planetary	Freight Hauler, Bulk Passenger Transport, Tank
Light Mech	Armored Enforcement Walker, Battle Frame
Standard Mech	Assault Mech, Construction Walker
Heavy Mech	Cavalon Questing Knight, Morzebian Hulk
Light Starfighter	Interceptor, Patrol Craft
Standard Starfighter	Superiority Fighter, Saurok Sentinel
Heavy Starfighter	Bomber, Cavalon Lance
Light Transport	Light Freighter, Passenger Liner
Heavy Transport	Heavy Freighter, Strike Carrier
Capital Ship	Cavalon Crownship, GrimCo Destroyer

HIT POINTS

The vehicle's maximum Hit Points. Lost Hit Points can be restored by making repairs to the vehicle (see "Repairs"). When a vehicle drops to 0 Hit Points, it ceases to function and is damaged beyond simple repair. The wreck can be rebuilt or salvaged for scrap at the GM's discretion.

SHIELD POINTS

Some vehicles and most starships have shield generators that provide Shield Points (SP in the stat block if it has shields) while the vehicle is powered up. Shield Points work like an outer layer of Hit Points, taking any damage dealt to the vehicle first. Once the Shield Points are reduced to 0, any further damage (including excess damage when the Shield Points drop to 0) applies to the vehicle's Hit Points. After 1 minute without taking damage, the Shield Points are restored to their maximum.

DAMAGE THRESHOLD

Vehicles have bulk or armor that lets them shrug off minor damage. The vehicle has Immunity to all damage unless it takes an amount of damage equal to or greater than its Damage Threshold value, in which case it takes the damage as normal. Damage that fails to overcome the Damage Threshold is superficial and doesn't reduce the vehicle's Hit Points or Shield Points.

For example, a vehicle has a Damage Threshold of 15. A laser blast hits it and deals 20 Radiant damage. The total exceeds the Damage Threshold, so the vehicle takes the full damage. If instead the blast dealt 14 damage, the vehicle would take no damage.

MISHAP THRESHOLD

If a vehicle's Hit Points take damage from a single source equal to or greater than its Mishap Threshold, it must roll on the appropriate mishaps table for its type (see "Mishaps").

SPEED

Planetary vehicles have Speed that works like that of other creatures. Starships are incredibly fast and have special rules for their Speed. If a vehicle's Speed lists a Cruise Speed, this Speed governs travel outside of combat.

ATMOSPHERIC SPEED

Certain flying vehicles are far faster than most ground-based vehicles or even flying creatures can match, so its Fly Speed is given in hexes (which for flying vehicles in atmosphere are 500 ft.). These vehicles are classed as Starfighters despite not being able to travel into space and use those rules (which will appear in a future playtest)..

ABILITY SCORES

A vehicle has ability scores and corresponding modifiers. A creature driving the vehicle typically makes ability checks and maneuvering-related saving throws for the vehicle using the vehicle's ability scores. When game text calls for a vehicle D20 Test of any variety, a "vehicle Dexterity check" for example, it refers to making that test using the vehicle's abilities. If a vehicle ability check notes a skill, it uses the creature's proficiencies as normal.

The vehicle's size and weight determine its Strength. Dexterity represents its handling and maneuverability. Constitution reflects its durability and quality of construction. Vehicles with computers, sensors, or communication systems have Intelligence, Wisdom, and Charisma scores representing those systems, respectively. Vehicles that lack those systems have a score of 0 in the corresponding ability.

If the vehicle has a 0 in a score, it automatically fails any vehicle D20 Test that uses that score, though it might also be immune to effects that target it. For example, a vehicle with an Intelligence score of 0 lacks a computer system and automatically fails vehicle D20 Tests that use Intelligence, but it also can't be spiked as it has no computer to hack.

CARGO CAPACITY

Cargo Capacity specifies how much cargo the vehicle can carry or tow beyond personal gear carried by passengers.

PASSENGERS

The Passengers entry lists how many creatures (usually Medium, but this can vary by the vehicle's construction) can ride in the vehicle comfortably—along with any equipment such creatures can carry. More creatures can potentially fit by squeezing inside or hanging on to the outside of the vehicle.

SENSORS

Most starships and some planetary vehicles, particularly military models, have sensor systems installed. See the "Sensors" crew station for rules on using sensors. The Sensors entry specifies the range of the vehicle's sensors and its Passive Perception score using sensors.

CREW AND STATIONS

A vehicle doesn't take actions on its own and relies on crew to occupy stations and use their turns to operate the vehicle's functions. Except for Controls, any option that appears in the Crew Stations section of a vehicle stat block requires an action to perform. Some vehicles have Bonus Actions or Reactions, which also require crew to perform as specified, such as the Racing Bike's Agile Dodge.

COVER

Crew inside enclosed vehicles usually have at least Three-Quarters Cover, such as in a Speeder or any typical vehicle with normal windows. Reinforced vehicles, such as military vehicles and starships provide Total Cover to their crew.

GENERAL VEHICLE RULES

Rules for vehicles are summarized below.

FIRE ARCS

Vehicle weapons have fire arcs which might restrict the directions from the vehicle in which they can attack. A weapon station's fire arcs are noted in the station's name. Typical arcs are Front, Left, Right, and Rear. In the case of weapons that can swivel such as a turret, it might have multiple fire arcs it can cover, or All if it can rotate 360 degrees.

OPPORTUNITY ATTACKS

Vehicles provoke Opportunity Attacks. When a vehicle provokes an Opportunity Attack, the attacker can target the vehicle or a creature riding on or in the vehicle that doesn't have Total Cover and is within reach.

VEHICLE SYSTEMS AND CREW STATIONS

A creature can use an action of the station it's occupying. Once a creature uses a station's functions, that station can't be used by any other creatures until the start of the first creature's next turn. Only one creature can control a station at a time.

A creature not occupying a station is either in an interior space or clinging to the outside of the vehicle.

Small or larger starships typically have stations for all their systems.

CONTROLS

A vehicle's Controls station is typically a chair with a steering wheel or control stick, switches, pedals, and other controls. A vehicle with no driver or pilot automatically fails Dexterity saving throws.

Control. A driver or pilot can take a Bonus Action to start or shut down the vehicle's engine. Some massive vehicles take longer to power up, as noted in their Controls station with a Power Cycle entry. While the engine is on, the driver can use its movement during its turn to control the vehicle instead of moving normally. The driver of a ground vehicle can propel it up to its Speed or bring the vehicle to a dead stop. While the vehicle is moving, the driver can also steer it along any course. The vehicle can reverse by spending 2 feet of movement for every foot moved. Starships have their own rules for movement, presented in a future playtest.

Actions. The driver or pilot can use its action as normal while controlling a vehicle, and it can use its action to make the vehicle take the Dash, Disengage, Dodge, or Hide action, or take the Attack action to fire weapons operated by the vehicle's Controls. If the station controls multiple weapons, the creature can choose which weapon to fire with each attack it makes.

Systems. The driver or pilot can operate the communication, engineering, sensor, and shield systems of the vehicle, if any.

If the driver or pilot has the Incapacitated condition, leaves the Controls, or does nothing to alter the vehicle's course and speed, the vehicle moves in the same direction and at the same speed as it did during the driver's last turn until it hits an obstacle big enough to stop it.

COMMUNICATION

If a vehicle has a Communication system, a creature crewing it (called a comms operator) can take the Utilize action to use the following features. If the vehicle has an Intelligence score, the comm station functions as a Spiking Deck.

Jam Comms. Make a vehicle Charisma (Computers) check and record the total. When an enemy vehicle within 1 mile (or within sensor range for starships) tries to use a Communication station or other transmission system, it must succeed on a vehicle Charisma saving throw with a DC equal to the recorded total or the communication attempt fails, and can't be tried again until the start of its next turn. Personal Communicators are also affected and don't function.

Malware Strike (Requires Intelligence). Target a powered-up vehicle you can see within 500 feet or on the vehicle's sensors (if any) and make a vehicle Intelligence (Computers) check. If the target has an Intelligence score, it must succeed on a vehicle Intelligence saving throw with a DC equal to your check total or have Disadvantage on vehicle ability checks, attack rolls, or saving throws (your choice) for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on a success.

ENGINEERING

If a vehicle has an Engineering system, a creature crewing it (called an engineer) can make Intelligence checks to repair Mishaps and Ion Exhaustion (see "Vehicle Exhaustion" below) without being at the location of the damaged system.

SENSORS

If a vehicle has a Sensors system, a creature crewing it (called a sensor operator) can operate the sensors. Sensors operate in two modes: Passive (the default) and Sweep. An operator can change sensor modes once on its turn (no action required) if it doesn't have the Incapacitated condition.

The ability check to operate sensors is a vehicle Wisdom (Computers) check.

Passive Mode. Passive sensors produce no signals of their own and read information from the environment including surrounding terrain or conditions in space, positions of Huge or larger objects and vehicles and Gargantuan creatures, and any active transmissions. An operator can take the Search action using the sensors to detect hidden targets or the presence of targets with the Invisible condition. If this detection doesn't cause the target to lose the Invisible condition, the target doesn't fully appear on the sensors, but its position is revealed. A vehicle with its sensors in Passive mode imposes Disadvantage on use of sensors to detect it.

Sweep Mode. Sweep mode focuses the sensors on one fire arc. The sensors return no information on the other three arcs but have Advantage on Search actions made with the sensors in the targeted arc, and other vehicles have Advantage on use of sensors to detect the sweeping vehicle. The operator can Scan a target (see below) or take the Help action targeting a vehicle on sensors, granting the operator's vehicle Advantage on the next attack roll it makes against the target before the end of the vehicle's next turn.

SCAN. Scan a single object, structure, or a 1-hex area (1,500 ft. in space, 500 ft. in atmosphere) in range. As a Search action, make a DC 10 vehicle Wisdom (Computers) check with Advantage. On a success, and for every 5 by which the total exceeds the DC, you learn one of the following pieces of information of your choice about the target:

- One ship's identifying information
- Amount of cargo in a container or vehicle
- Type of cargo in a container or vehicle
- A vehicle's weapon systems
- A ship's FTL systems
- Presence and number of life forms
- A vehicle's current and maximum Hit Points and Shield Points
- Any active Mishaps or Exhaustion levels
- Presence of power sources
- Presence and general shape of structures
- Environmental hazards (e.g. aether leak in a ship, toxicity in a planet's atmosphere).

SHIELDS

If a vehicle has a Shields system, as a Utilize action, the operator can Focus or Reset the vehicle's shields.

Focus Shields. Double the current and maximum Shield Points and apply them to the chosen arc, and the other three arcs aren't protected by the shields—any incoming damage to those arcs applies directly to the vehicle's Hit Points.

Reset Shields. Halve the current focused Shield Points and apply that protection to all fire arcs, and the maximum Shield Points return to normal.

WEAPON STATIONS

A creature crewing the station (called a gunner) can fire the station's weapons using the vehicle's relevant ability score (the ability modifier is included in the weapon's attack bonus). If the gunner has proficiency with the weapon as indicated in the station's name or has proficiency with the vehicle class noted in the vehicle's stat block, the gunner can add its Proficiency Bonus to attack rolls with the weapon.

Character-Scale Weapons. If the station's weapon is one that appears in the equipment section's weapon list, a gunner that can make multiple attacks as part of the Attack action, such as with the Extra Attack feature, can fire the weapon as many times as its features allow. If the station controls multiple weapon systems, the gunner chooses which to fire with each attack it can make.

MISHAPS

Roll on the Planetary Vehicle Mishaps table when one of the following occurs to a vehicle (Starships have their own table):

- The vehicle's Hit Points (not Shield Points, if any) takes damage from a single source equal to or greater than its Mishap Threshold.
- The vehicle becomes Bloodied.

VEHICLE EXHAUSTION

Wear and tear, and some weapons, can cause a vehicle to stop functioning properly. This degradation can be represented by Exhaustion levels as described in the core rules with the following modifications:

- The Exhaustion penalty applies to any D20 Test made using the vehicle's stations or ability scores.
- When the vehicle reaches Exhaustion level 6, its Hit Points drop to 0 and the vehicle breaks down.
- Exhaustion levels can only be removed from the vehicle by repairing it.

PLANETARY VEHICLE MISHAPS

1d20	MISHAP	REPAIR DC
1	**Fire.** A fire breaks out in the vehicle's engine. A creature that starts its turn in or on the vehicle takes 11 (2d10) Fire damage.	15 (Dex)
2–4	**Frozen Steering.** The vehicle can't turn. It automatically fails vehicle ability checks and saving throws using Dexterity until repaired.	15 (Str)
5–7	**Power Drain.** The vehicle gains 1 Exhaustion level.	See "Repairs"
8–10	**Weapon Malfunction.** One of the vehicle's weapons (determined randomly) is disabled until repaired. If the vehicle has no functioning weapons, this mishap has no effect.	20 (Str)
11–13	**Sharp Veer.** The driver must take an action at the start of each of its turns to hold the vehicle's course steady, or the vehicle swerves 45 degrees to one side and moves one-quarter of the Speed it moved during its last turn in that direction.	15 (Dex)
14–16	**Buckled Frame.** The vehicle's Damage Threshold is reduced by 10 until repaired.	15 (Str)
17–19	**Damaged Drive.** The vehicle shudders uncontrollably until repaired. It has Disadvantage on vehicle Dexterity checks, and creatures riding the vehicle have Disadvantage on ability checks and attack rolls.	20 (Dex)
20	**Roll Over.** The vehicle rolls, has the Prone condition, and comes to a dead stop in an unoccupied space. Creatures holding on to the outside of the vehicle must succeed on a DC 20 Strength saving throw or be thrown off, landing with the Prone condition in a random unoccupied space within 30 feet of the overturned vehicle. Creatures inside the vehicle have the Prone condition and take 11 (2d10) Bludgeoning damage.	—

ION EXHAUSTION

Ion weapons, electrical hazards, and other effects can inflict Ion Exhaustion on vehicles. Ion Exhaustion levels are treated the same as standard vehicle Exhaustion but can be repaired more easily (see "Remove Exhaustion" below). If a vehicle reaches 6 Exhaustion levels with any number of Ion Exhaustion levels among them, it shuts down, but can be restarted once at least one level is removed.

REPAIRS

When a vehicle is damaged, suffers a mishap, or gains any Exhaustion levels, a creature can attempt to repair the vehicle. The creature making repairs must meet the following criteria:

- The creature can't operate any of the vehicle's stations while making repairs.
- The creature must be within reach of the damaged area.
- The creature must have the right tools for the job (usually Mechanic's Tools or Engineer's Tools).

When it begins making repairs, the creature must decide which repair option (presented below) it will use.

END A MISHAP

A creature can take the Utilize action to make an ability check using appropriate tools, determined by the mishap (see the Mishaps table), with Disadvantage if the vehicle is moving. A mishap with no repair DC can't be repaired.

REMOVE EXHAUSTION

The creature can spend 1 hour or more trying to reduce the vehicle's Exhaustion level. The vehicle must be stationary, and the creature must have Repair Parts (see the Equipment section). After 1 hour of work, the creature makes a DC 15 Intelligence (Technology) check using Engineer's Tools or Mechanic's Tools. On a success, expend 1 Repair Parts and the vehicle's Exhaustion level decreases by 1. On a failure, the repair fails, but the parts aren't wasted.

Removing Ion Exhaustion. A creature can remove Ion Exhaustion levels from the vehicle as a Utilize action using Engineer's Tools or an Engineering station. The creature makes a DC 15 Intelligence (Technology) check, removing 1 Ion Exhaustion level on a success. For every 5 by which the total exceeds the DC, remove one additional level.

RESTORE HIT POINTS

If the vehicle has at least 1 Hit Point, a creature can spend 1 hour or more trying to patch damaged panels and replaced damaged parts. The vehicle must be stationary, and the creature must have Repair Parts (see "Equipment"). After 1 hour of work, the creature makes a DC 10 Dexterity (Technology) check using Mechanic's Tools. On a success, the vehicle regains Hit Points appropriate to the Repair Parts used. For every 5 points by which the total exceeds the DC, the Hit Points regained increases by 5. On a failure, the repair fails, but the parts aren't expended.

Spells such as the *Mending* cantrip generally aren't powerful enough to repair the kind of damage that significantly impairs vehicles unless that damage is especially pinpointed, such as torn cables, cut circuit boards, cracked engine blocks, snapped axles, etc.

PLANETARY VEHICLE CRASHES

When a vehicle crashes into something that could damage it, such as another vehicle, a concrete wall, or a creature one size smaller than the vehicle or larger, the vehicle comes to a sudden stop and takes 1d6 Bludgeoning damage for every 10 feet it moved since its last turn (maximum 20d6). Whatever the vehicle struck takes the same amount of damage. If two vehicles collide head on, add their crash damage together.

Creatures riding vehicles involved in a crash must make a DC 15 Strength saving throw, taking the same amount of damage the crash dealt on a failed save, or half as much damage on a successful one.

CRASHING INTO CREATURES

A vehicle can crash into a creature by entering its space. The target can take a Reaction to try to evade the vehicle and make a DC 10 Dexterity saving throw. On a failure, the vehicle hits the target, and the target takes damage as a crash and has the Prone condition. On a success, the target moves to the closest unoccupied space out of the vehicle's path and takes no damage. A creature makes this save only once per turn.

If the vehicle is at least two size categories bigger than the target, the vehicle can continue moving through the target's space if it has any movement left. Otherwise, the vehicle comes to a dead stop and crashes.

FALLING

When a vehicle goes over a cliff or otherwise falls, the vehicle and all creatures on or in it take damage from the fall as normal and land with the Prone condition.

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PLANETARY VEHICLE STAT BLOCKS

Stat blocks for ground vehicles, and flying vehicles with a Speed expressed in feet, are presented here. Hovering versions of these vehicles are readily available but are slightly more expensive than their wheeled counterparts. Hovering vehicles have the trait listed below. Versions of usually ground-based vehicles such as Speeders with Fly Speeds exist. They have a Fly Speed equal to their Speed.

> ***Hovering.*** The vehicle levitates 2 feet off the ground on hover coils instead of wheels, treads, or other ground-based drive components. It ignores effects on the ground if it completely clears any area or range of those effects, such as contact-activated land mines or magically manipulated ground. It otherwise operates as a wheeled vehicle and must follow the contours of the ground, including falling.

ARMORED ENFORCEMENT WALKER

Armored enforcement walkers are light personnel suppression mechs. These units are common among planetary defense forces, civilian law enforcement, and private security.

CARGO HAULER

These vehicles are built to haul larger loads than standard conveyances and are the truck or van of choice for many businesses and individuals for day-to-day use.

CRUISING BIKE

Cruising Bikes are heavier, slower motorcycles less tuned for performance, speed, or handling and more for longer rides, comfort, and stability.

DEFENSE AIRSPEEDER

Defense Airspeeders are a standard model of local defense, security, or law enforcement aerial vehicles. They lack the incredible speed of starfighters but allow swift pursuit and altitude maneuverability, and they have expanded vehicle systems compared to standard civilian models.

RACING BIKE

Racing bikes are motorcycles built for speed and maneuverability, though unskilled riders can quickly find themselves out of their depth.

SPEEDER

Speeders are general, affordable civilian passenger conveyance vehicles. Most carry four people comfortably, but some models accommodate as few as two or as many as six.

ARMORED ENFORCEMENT WALKER

Huge Vehicle (Light Mech; 7,500 lb.)

AC 21 (19 while stationary) **Initiative** +2 plus PB
HP 100 (Damage Threshold 15, Mishap Threshold 25)
Speed 60 ft. (Cruise 50 mph)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	DEX	14	+2	+2	CON	18	+4	+4
INT	0	—	—	WIS	0	—	—	CHA	14	+2	+2

Add Pilot's PB to saves if proficient with the vehicle

Immunities Poison, Psychic
Cargo Capacity 200 lb.
Passengers 0
Crew 1

TRAITS

Servo-Assist Targeting. The walker uses its Strength modifier for attack rolls and damage rolls with Ranged weapons.

CREW STATIONS

Controls (Requires 1 Crew). Pilot and steer the walker and use the following actions:

Crushing Strike (Simple Weapon, All). *Melee Attack Roll:* +5 plus crew's PB, reach 5 ft. *Hit:* 9 (1d8 + 5) Bludgeoning damage. If the target is Large or smaller, it has the Prone condition.

Repeating Lasers (Martial Weapon, All). *Ranged Attack Roll:* +5 plus crew's PB, range 200/800 ft. *Hit:* 16 (2d10 + 5) Radiant damage.

Grenade Launcher (Martial Weapon, All). The walker fires a grenade at a point within 150 feet using one of the following options:

- **Frag Grenade (4 Grenades).** *Dexterity Saving Throw:* DC 15, each creature in a 20-foot-radius Sphere. *Failure:* 14 (4d6) Piercing damage. *Success:* Half damage.
- **Smoke Grenade (4 Grenades).** A 20-foot-radius Sphere of smoke appears centered on the target point. The Sphere is Heavily Obscured for 1 minute, or until dispersed by strong wind.

REACTIONS

Assault Suppression (Requires Pilot). *Trigger.* The walker is hit by a Melee attack roll. *Response—Dexterity Saving Throw:* DC 14, the triggering attacker. *Failure:* 9 (2d8) Lightning damage and the target can't take Reactions until the end of the walker's next turn. *Success:* Half damage only.

CARGO HAULER

Huge Vehicle (Light Planetary; 9,000 lb.)

AC 20 (19 while stationary) **Initiative** +1 plus PB
HP 80 (Damage Threshold 10, Mishap Threshold 20)
Speed 90 ft. (Cruise 70 mph)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	DEX	12	+2	+2	CON	16	+3	+3
INT	0	—	—	WIS	0	—	—	CHA	0	—	—

Add Driver's PB to saves if proficient with the vehicle

Immunities Poison, Psychic
Cargo Capacity 5 tons (Cargo Bay), 12 tons (Towed)
Passengers 3 (Cab), 12 (empty Cargo Bay)
Crew 1–2

TRAITS

Cargo Bay. The hauler has an enclosed cargo bay accessible by a hatch in the main cab, and a rolling door at the back. Creatures inside the closed cargo bay have Total Cover against effects originating outside the hauler.

Prone Deficiency. If the hauler rolls over and has the Prone condition, it can't right itself and its Speed is 0 until flipped upright.

Towing. The hauler can tow 25,000 lb. of weight using its Mag Cable or a hitched trailer. While towing weight beyond its Cargo Capacity, it has Advantage on Strength saving throws, and Disadvantage on Dexterity saving throws.

CREW STATIONS

Controls (Requires 1 Crew). Drive and steer the hauler.

Mag Cable (Requires 1 Crew and Open Cargo Bay; Simple Weapon, Rear). *Melee Attack Roll:* +5 plus crew's PB, reach 15 ft. *Hit:* The cable attaches to a metallic target such as a vehicle or a creature with metal body parts or wearing metal armor. While attached, the target can't move beyond the cable length. An attached creature or the driver of an attached vehicle can take an action to make a DC 15 (vehicle) Strength saving throw, detaching the cable on a success.

As a Bonus Action, the crew can retract the cable to a minimum of 1 foot long, extend the cable up to 15 feet long, or detach the cable. If the attached load exceeds the hauler's towing cargo capacity, the hauler can't move beyond the cable length and is pulled toward the load if the cable is retracted.

CRUISING BIKE

Large Vehicle (Light Planetary; 600 lb.)

AC 22 (19 while stationary) **Initiative** +3 plus PB
HP 40 (Damage Threshold 5, Mishap Threshold 15)
Speed 110 ft. (Cruise 115 mph)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	16	+3	+3	CON	12	+1	+1
INT	0	—	—	WIS	0	—	—	CHA	0	—	—

Add Driver's PB to saves if proficient with the vehicle

Immunities Poison, Psychic
Cargo Capacity 200 lb.
Passengers 1
Crew 1

TRAITS

Jump. If the bike moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine, or other gap or obstacle. It reaches a maximum height of one-quarter the distance jumped. Each foot it clears on the jump costs 1 foot of movement.

Prone Deficiency. If the bike has the Prone condition, it can't right itself and its Speed is 0 until pulled upright.

Stunt. On its turn, the bike's driver can expend 10 feet of movement to perform one free vehicle stunt, such as a wheelie, traversing an obstacle up to 5 feet high without expending additional movement, or balancing on a surface up to 6 inches wide. The bike must first move at least 10 feet in a straight line. If the driver then succeeds on a DC 10 vehicle Dexterity check, the stunt is successful. Otherwise, the driver is unable to perform the stunt and can't attempt another stunt until the start of its next turn. If the check fails by 5 or more, the bike and all creatures riding it gain the Prone condition as the bike wipes out and comes to a dead stop.

CREW STATIONS

Controls (Requires 1 Crew). Drive and steer the bike.

REACTIONS

Stabilize. *Trigger.* The driver makes a vehicle Strength or Constitution saving throw. *Response:* The driver has Advantage on the triggering save.

DEFENSE AIRSPEEDER

Huge Vehicle (Light Planetary; 3,000 lb.)

AC 22 (19 while stationary) **Initiative** +3 plus PB
HP 60 (Damage Threshold 10, Mishap Threshold 20)
Speed 0 ft., Fly 160 ft. (hover, Cruise 200 mph)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	16	+3	+3	CON	14	+2	+2
INT	12	+1	+1	WIS	10	+0	+0	CHA	12	+1	+1

Add Pilot's PB to saves if proficient with the vehicle

Immunities Poison, Psychic
Cargo Capacity 500 lb.
Passengers 4
Crew 1–2

CREW STATIONS

Controls (Requires 1 Crew). Pilot and steer the airspeeder and fire the Light Machine Guns:

Light Machine Guns (Martial Weapon, Front). *Ranged Attack Roll:* +3 plus crew's PB, range 200/800 ft. *Hit:* 14 (2d10 + 3) Piercing damage.

Signal Intercept (Requires 1 Crew). Operate the airspeeder's communications and sensors.

REACTIONS

Juke. *Trigger.* The pilot makes a vehicle Dexterity saving throw. *Response:* The driver has Advantage on the triggering save.

RACING BIKE

Large Vehicle (Light Planetary; 450 lb.)

AC 23 (19 while stationary) **Initiative** +4 plus PB
HP 30 (Damage Threshold 5, Mishap Threshold 10)
Speed 120 ft. (Cruise 125 mph)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	18	+4	+4	CON	12	+1	+1
INT	0	—	—	WIS	0	—	—	CHA	0	—	—

Add Driver's PB to saves if proficient with the vehicle

Immunities Poison, Psychic
Cargo Capacity 100 lb.
Passengers 1
Crew 1

TRAITS

Jump. If the bike moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine, or other gap or obstacle. It reaches a maximum height of one-quarter the distance jumped. Each foot it clears on the jump costs 1 foot of movement.

Prone Deficiency. If the bike has the Prone condition, it can't right itself and its Speed is 0 until pulled upright.

Stunt. On its turn, the bike's driver can expend 10 feet of movement to perform one free vehicle stunt, such as a wheelie, traversing an obstacle up to 5 feet high without expending additional movement, or balancing on a surface up to 6 inches wide. The bike must first move at least 10 feet in a straight line. If the driver then succeeds on a DC 10 vehicle Dexterity check, the stunt is successful. Otherwise, the driver is unable to perform the stunt and can't attempt another stunt until the start of its next turn. If the check fails by 5 or more, the bike and all creatures riding it gain the Prone condition as the bike wipes out and comes to a dead stop.

CREW STATIONS

Controls (Requires 1 Crew). Drive and steer the bike.

REACTIONS

Agile Dodge. *Trigger.* The driver makes a vehicle Dexterity saving throw while the bike can move. *Response:* The driver has Advantage on the triggering save.

SPEEDER

Huge Vehicle (Light Planetary; 2,500 lb.)

AC 21 (19 while stationary) **Initiative** +2 plus PB
HP 60 (Damage Threshold 10, Mishap Threshold 20)
Speed 100 ft. (Cruise 110 mph)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	14	+2	+2	CON	14	+2	+2
INT	0	—	—	WIS	0	—	—	CHA	0	—	—

Add Driver's PB to saves if proficient with the vehicle

Immunities Poison, Psychic
Cargo Capacity 500 lb.
Passengers 3
Crew 1

TRAITS

Prone Deficiency. If the speeder rolls over and has the Prone condition, it can't right itself and its Speed is 0 until flipped upright.

CREW STATIONS

Controls (Requires 1 Crew). Drive and steer the speeder.

REACTIONS

Juke. *Trigger.* The driver makes a vehicle Dexterity saving throw while the speeder can move. *Response:* The driver has Advantage on the triggering save